Business Model

Figure 1

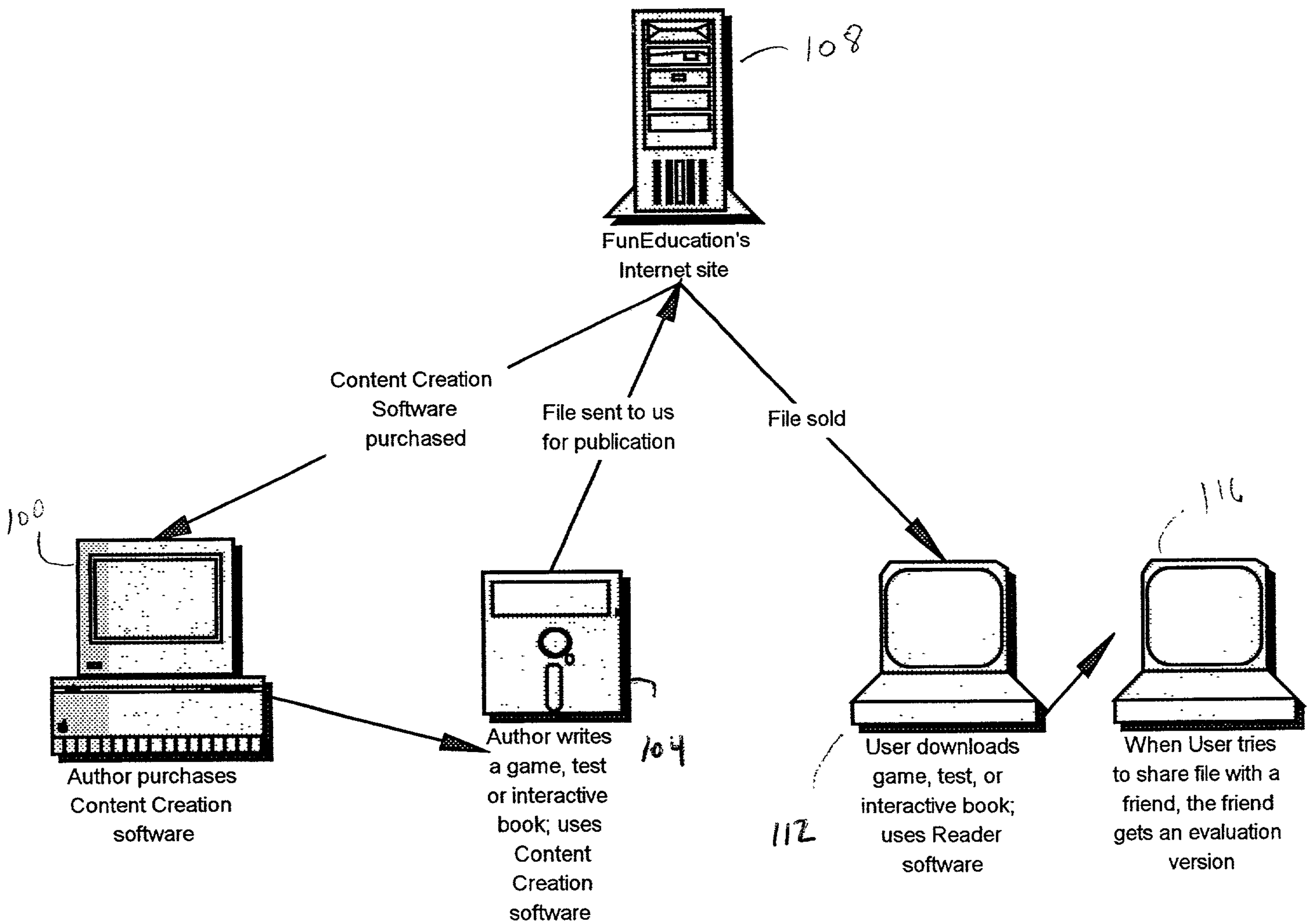


Figure 2

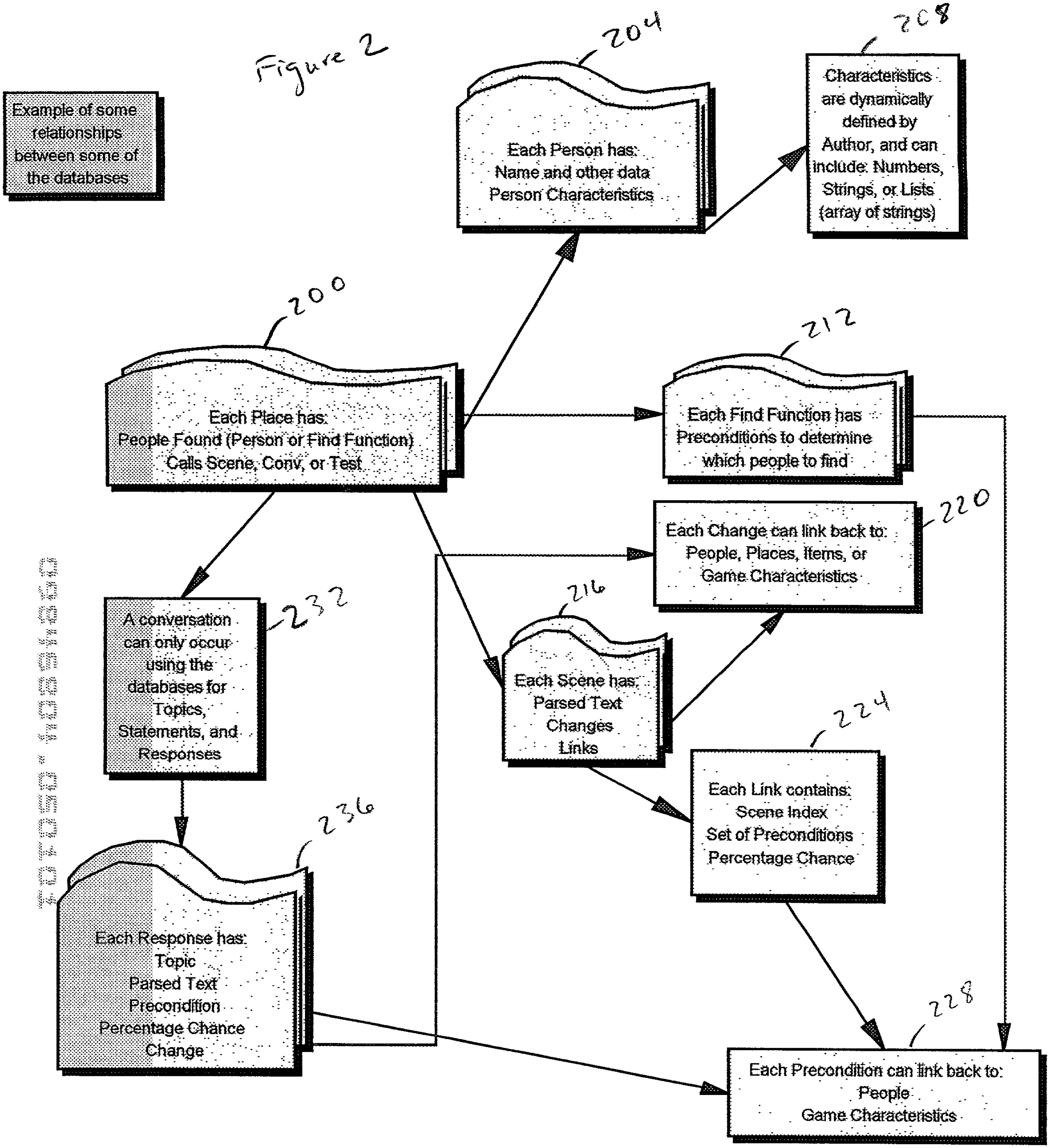
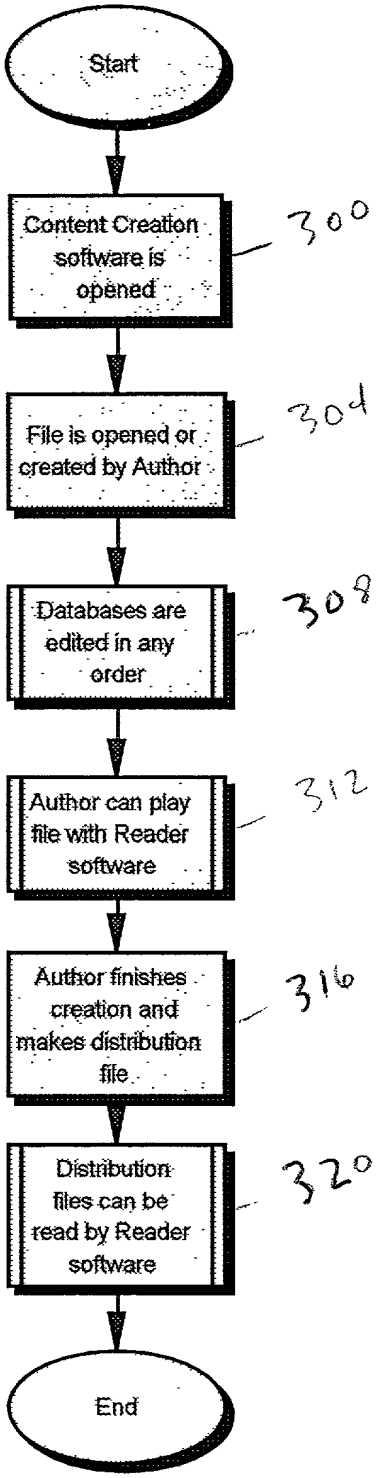


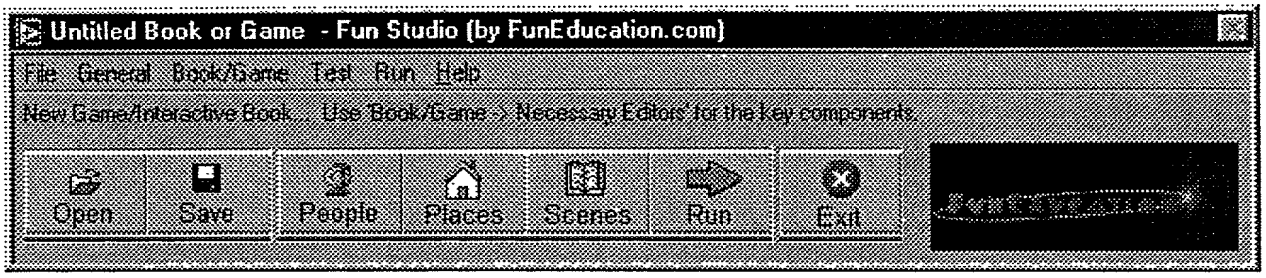
Figure 3



Two views of the Writer software.

The top view is for making an interactive book or game. The menu bars are all active, and the toolbar changes to display People, Places, Scenes, and Run.

Figure 4



The bottom view is for making a simple test. The toolbar changes for a test view.

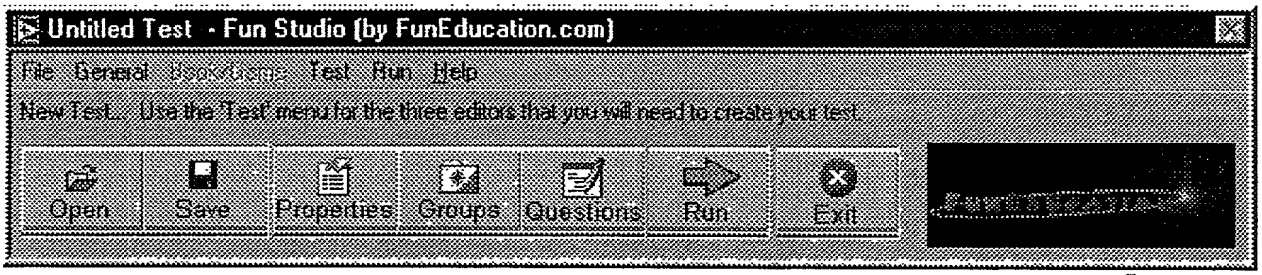
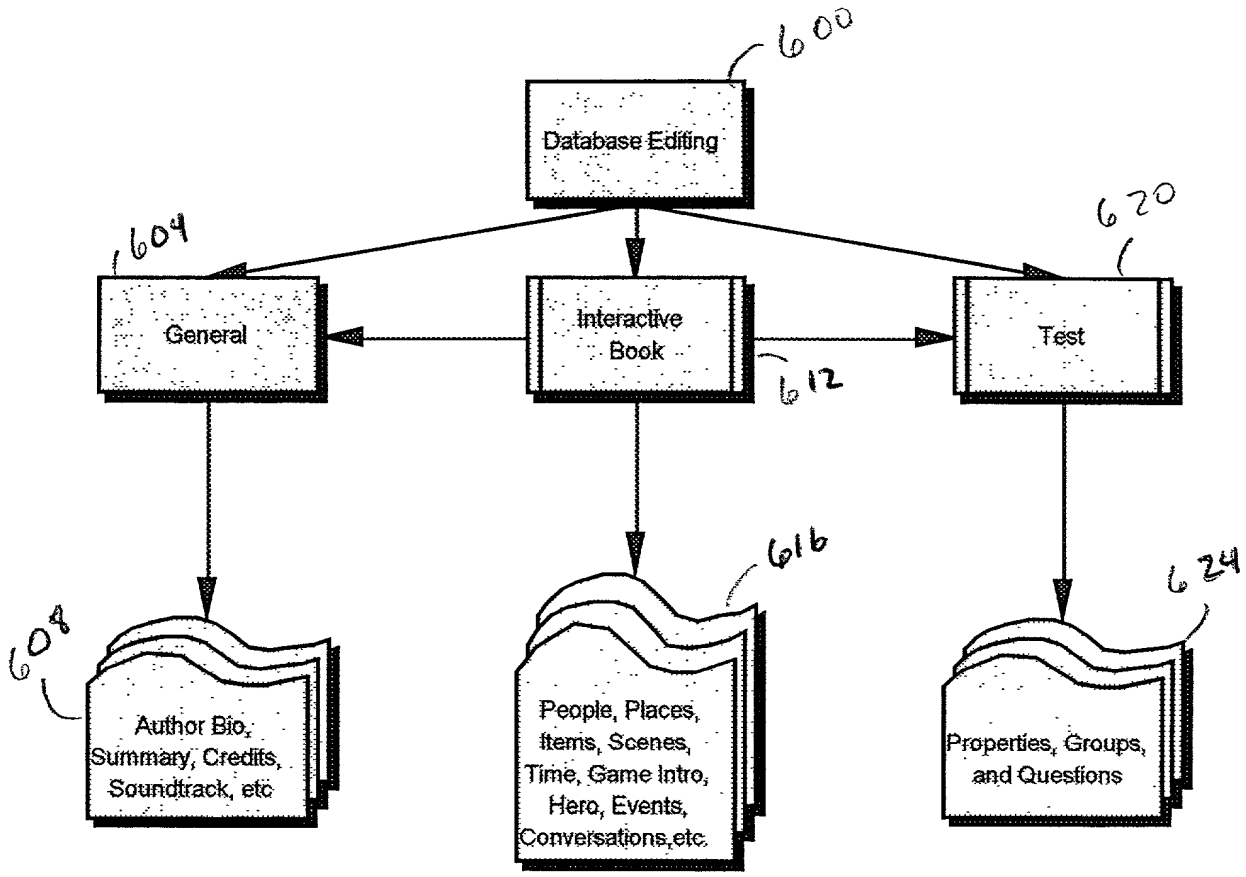


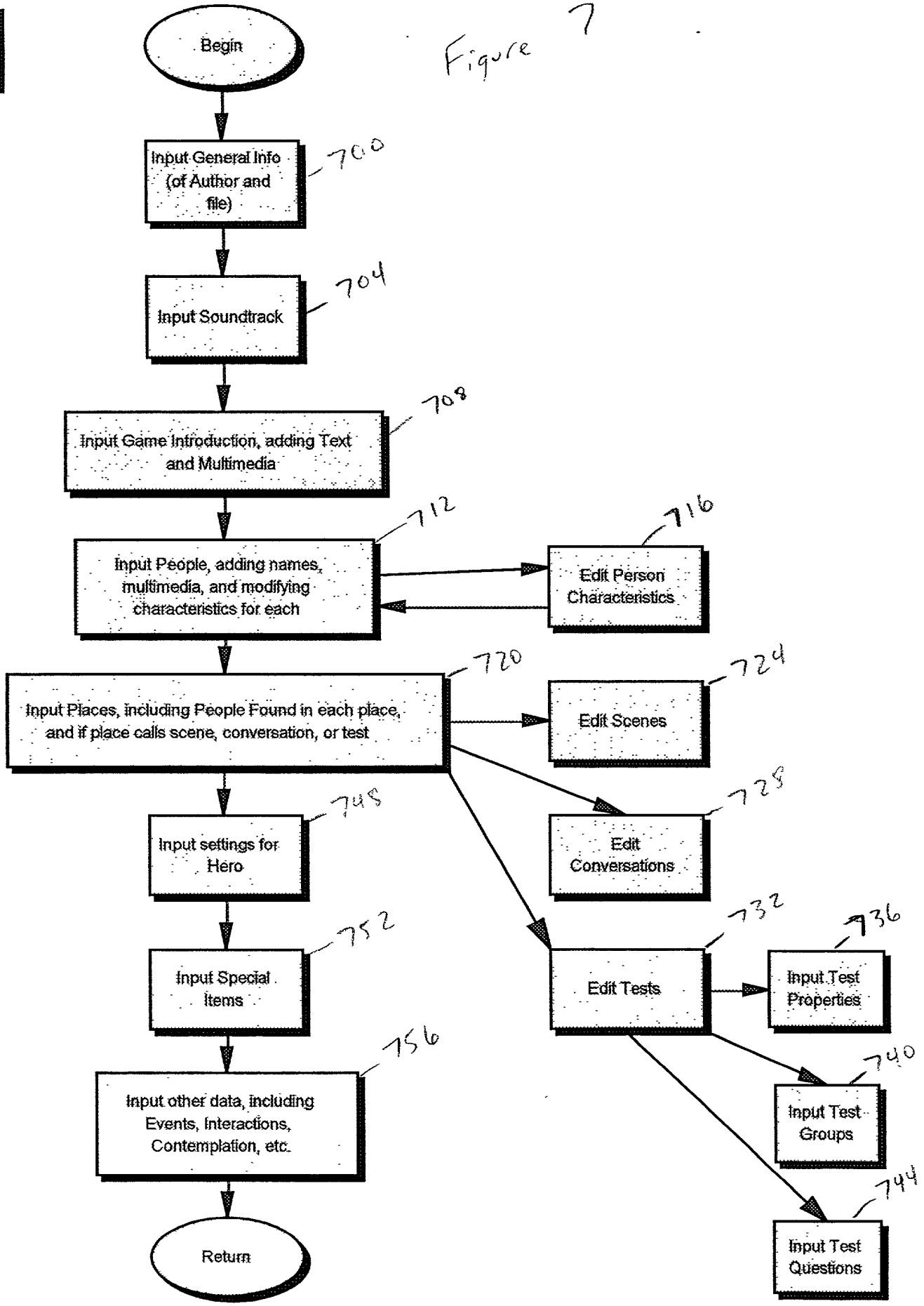
Figure 5

Figure 6



Content Authoring Process: one example

Figure 7



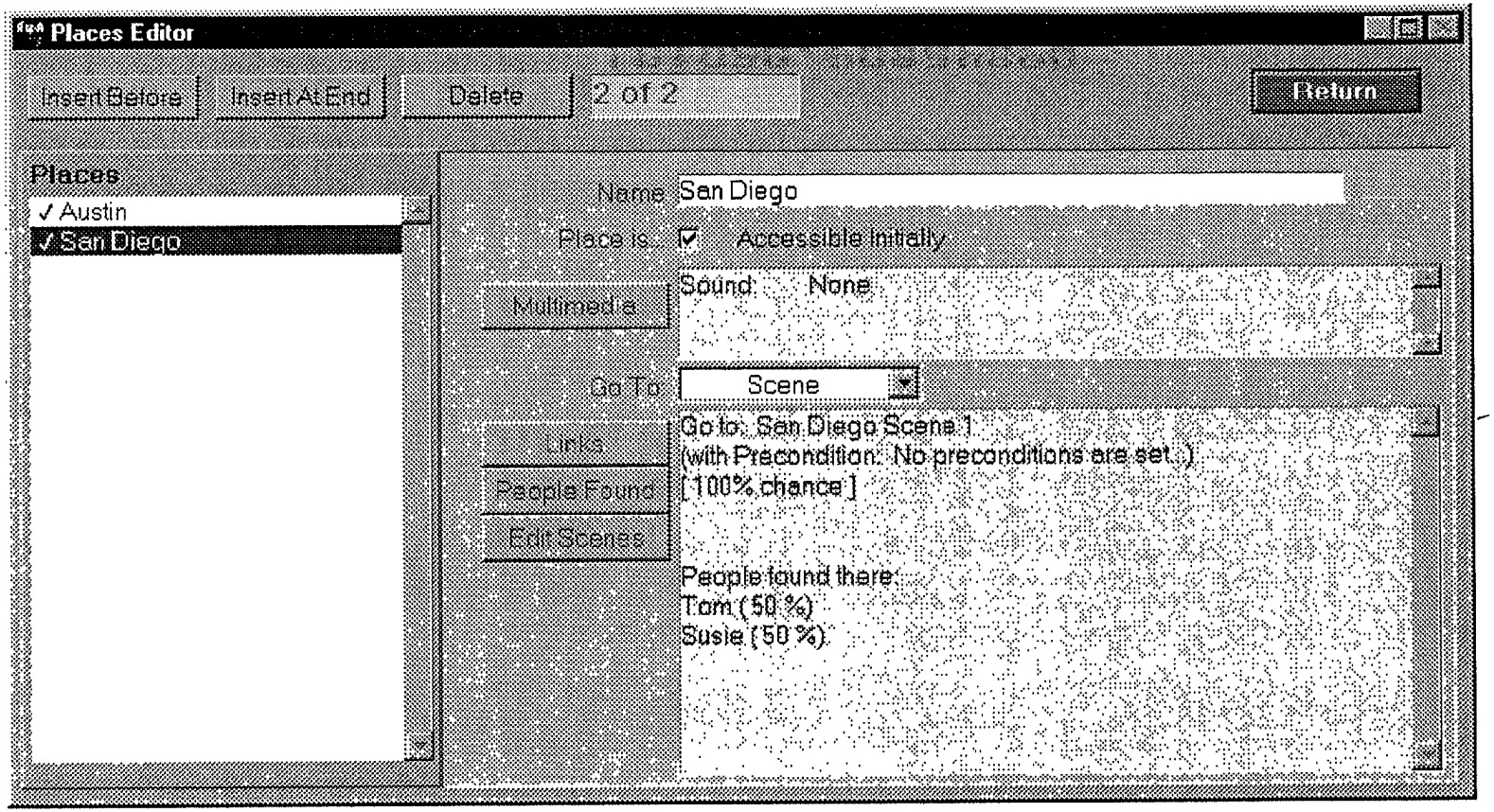

Places Editor
Insert Before
Insert At End
Delete
2 of 2
Return
Places
✓ Austin
✓ San Diego
Name: San Diego
Place is: Accessible Initially
Multimedia
Sound: None
Go To: Scene
Links
People Found
Edit Scenes
Go to: San Diego Scene 1
(with Precondition: No preconditions are set...)
[100% chance]
People found there:
Tom (50 %)
Susie (50 %)

Figure 3

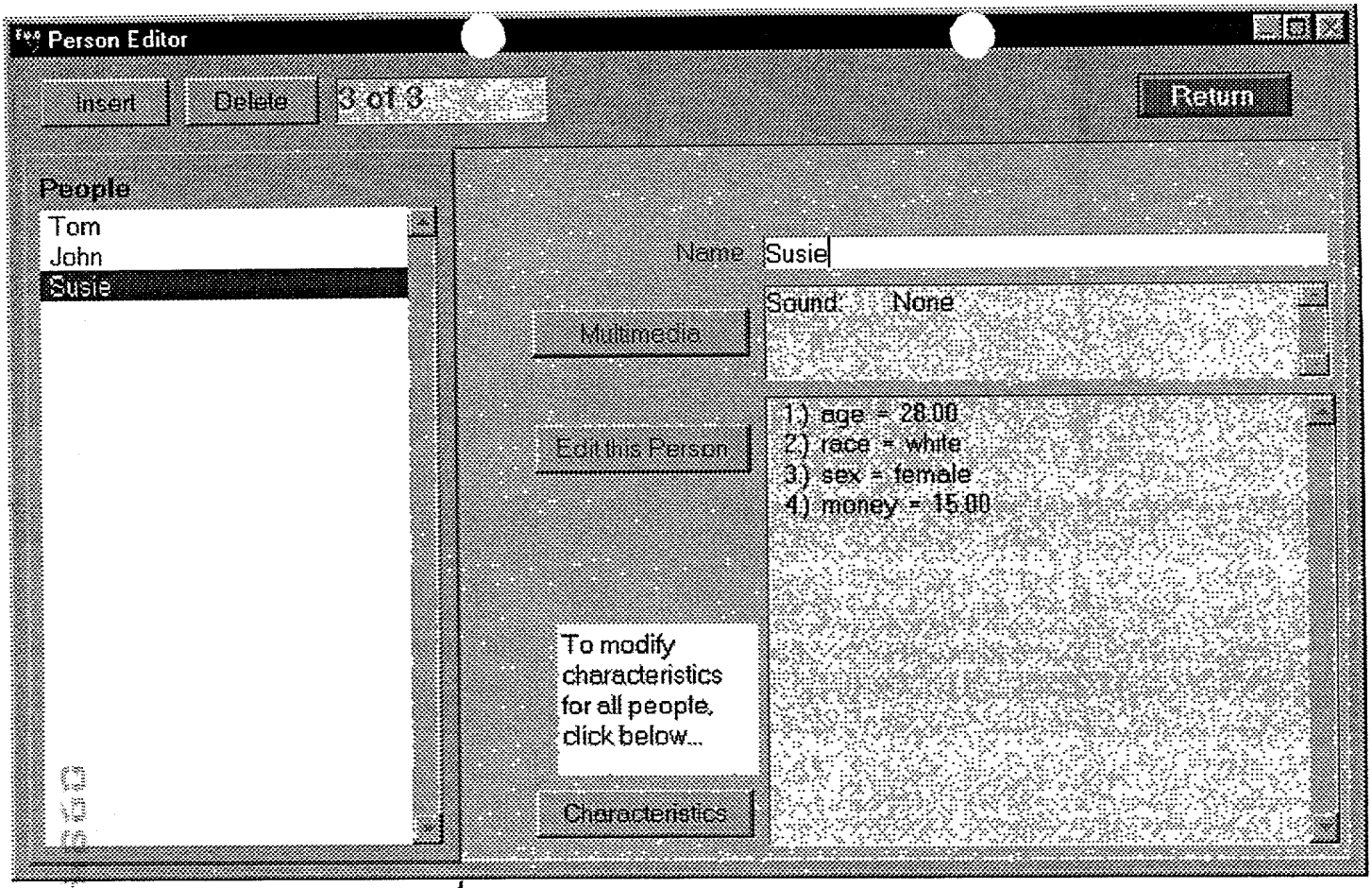
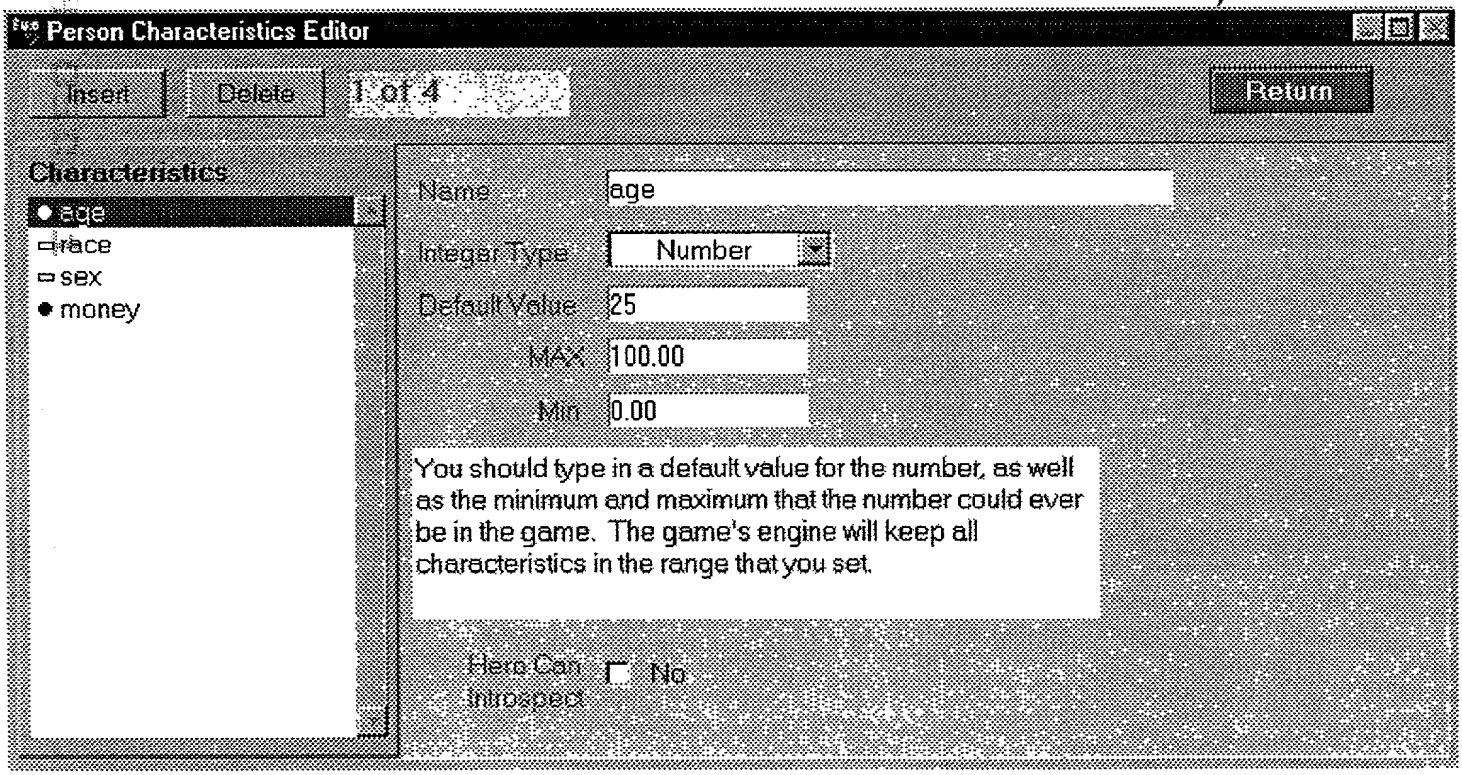


Figure 9

Figure 10



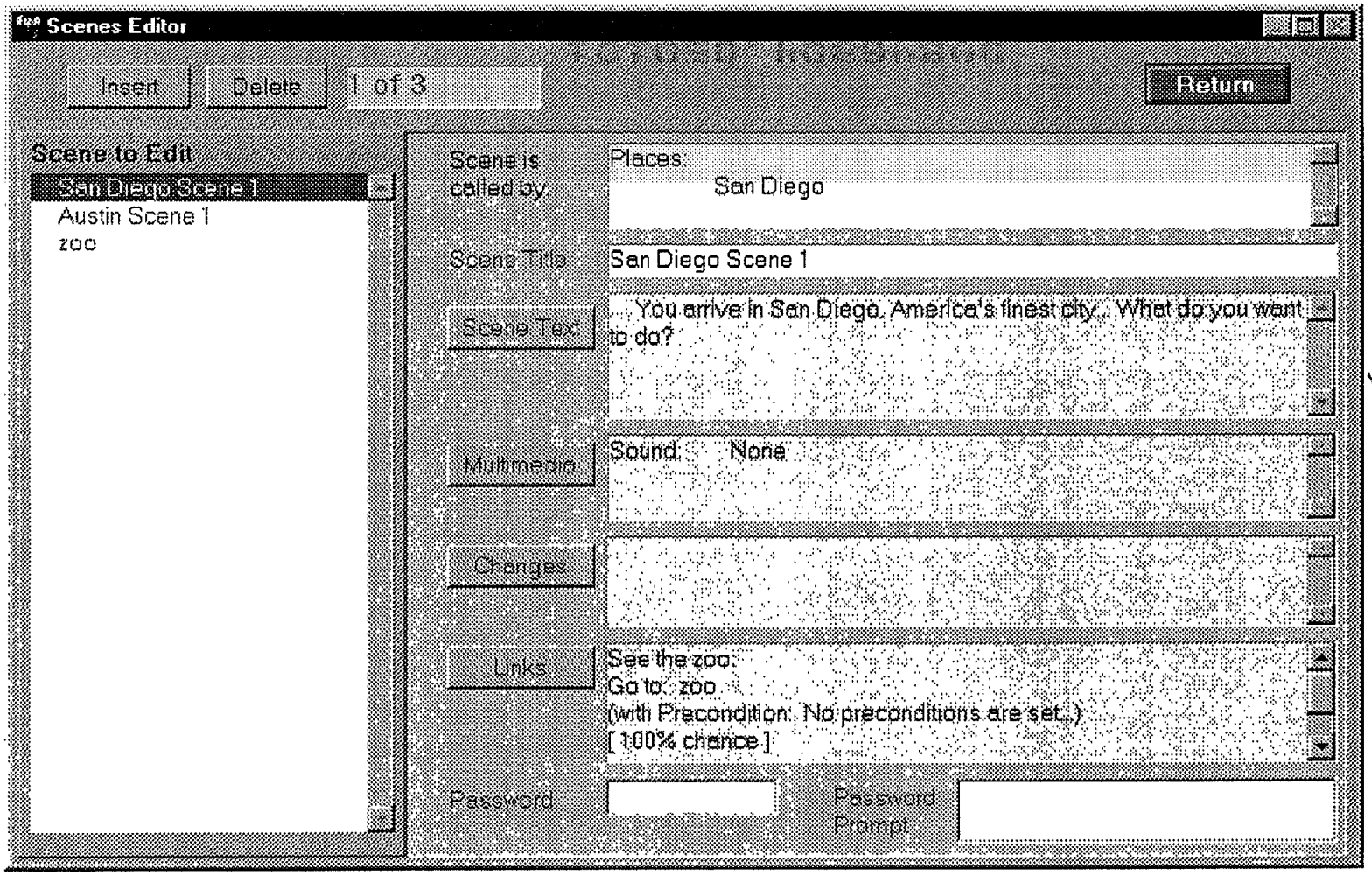

Scenes Editor
Insert
Delete
1 of 3
Return
Scene to Edit
San Diego Scene 1
Austin Scene 1
zoo
Scene is called by
Places:
San Diego
Scene Title
San Diego Scene 1
Scene Text
You arrive in San Diego, America's finest city. What do you want to do?
Multimedia
Sound: None
Changes
Links
See the zoo:
Go to: zoo
(with Precondition: No preconditions are set...)
[100% chance]
Password
Password Prompt

Figure 11

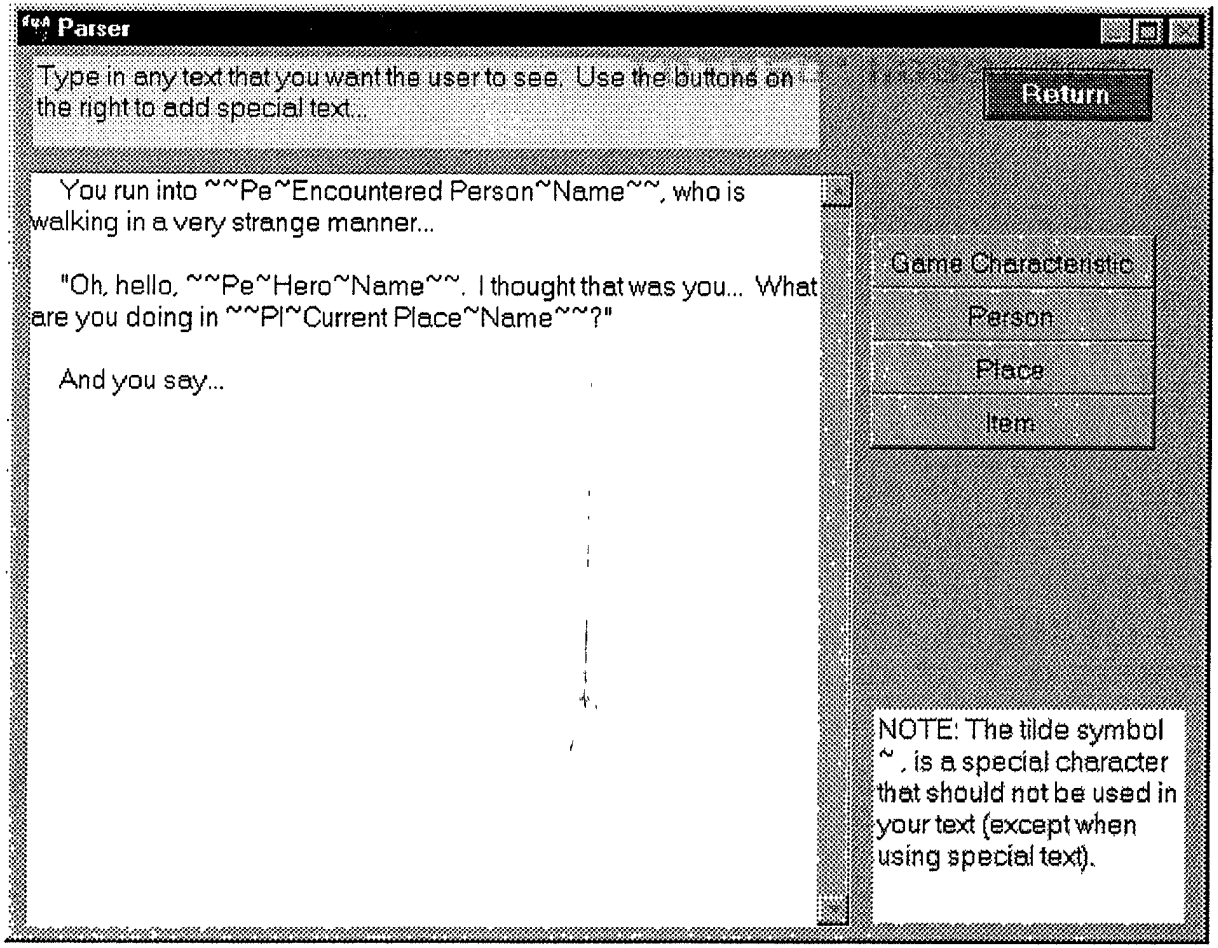

Parser
Type in any text that you want the user to see. Use the buttons on the right to add special text...
Return
You run into ~~Pe~Encountered Person~Name~~, who is walking in a very strange manner...
"Oh, hello, ~~Pe~Hero~Name~~. I thought that was you... What are you doing in ~~Pl~Current Place~Name~~?"
And you say...
Game Characteristic
Person
Place
Item
NOTE: The tilde symbol ~ , is a special character that should not be used in your text (except when using special text).

Figure 12

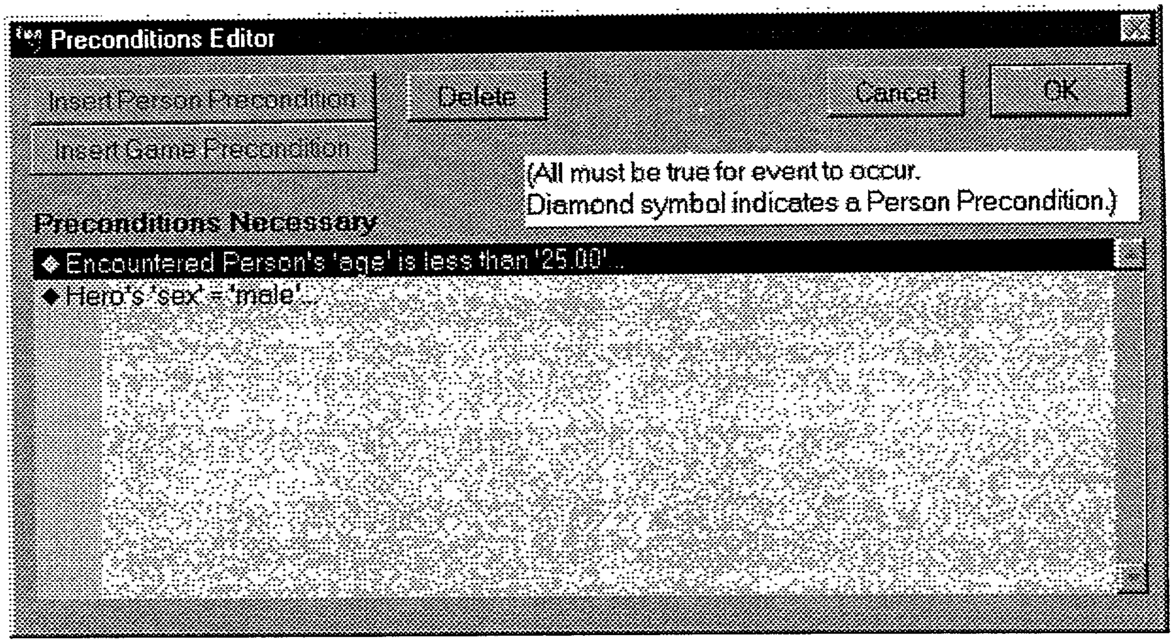


Figure 13

The top screenshot shows how the user can create a set of preconditions. The bottom one shows how each precondition is made. All information for the preconditions is pulled automatically from the appropriate databases.

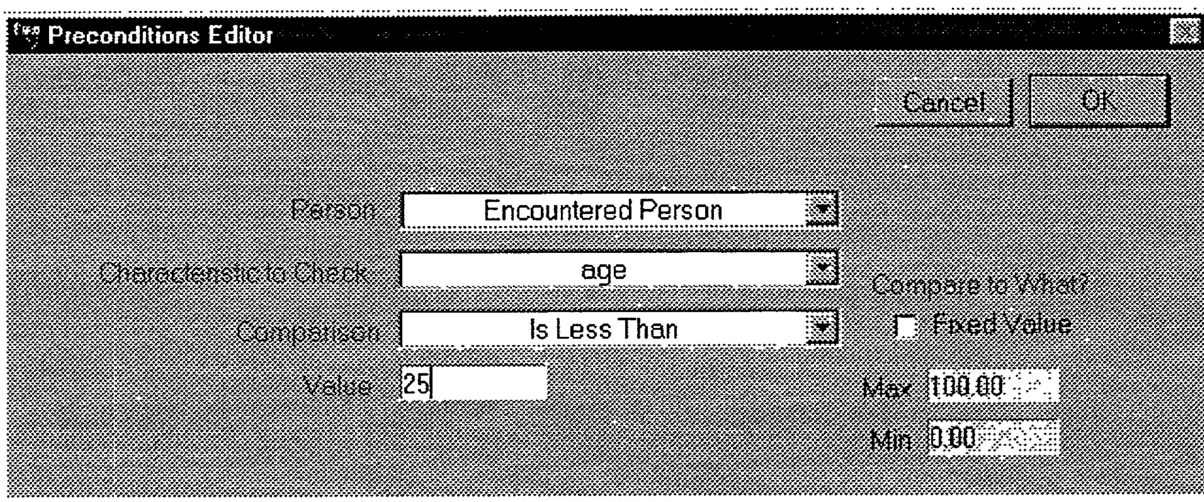
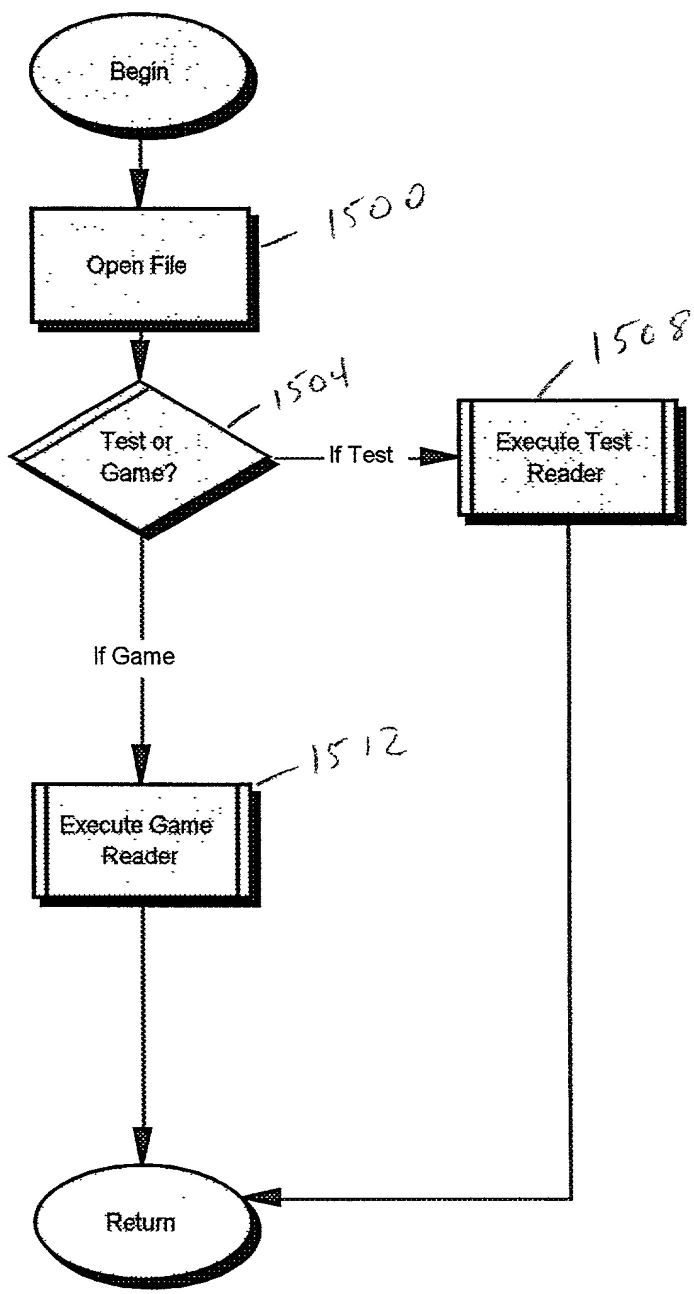


Figure 14

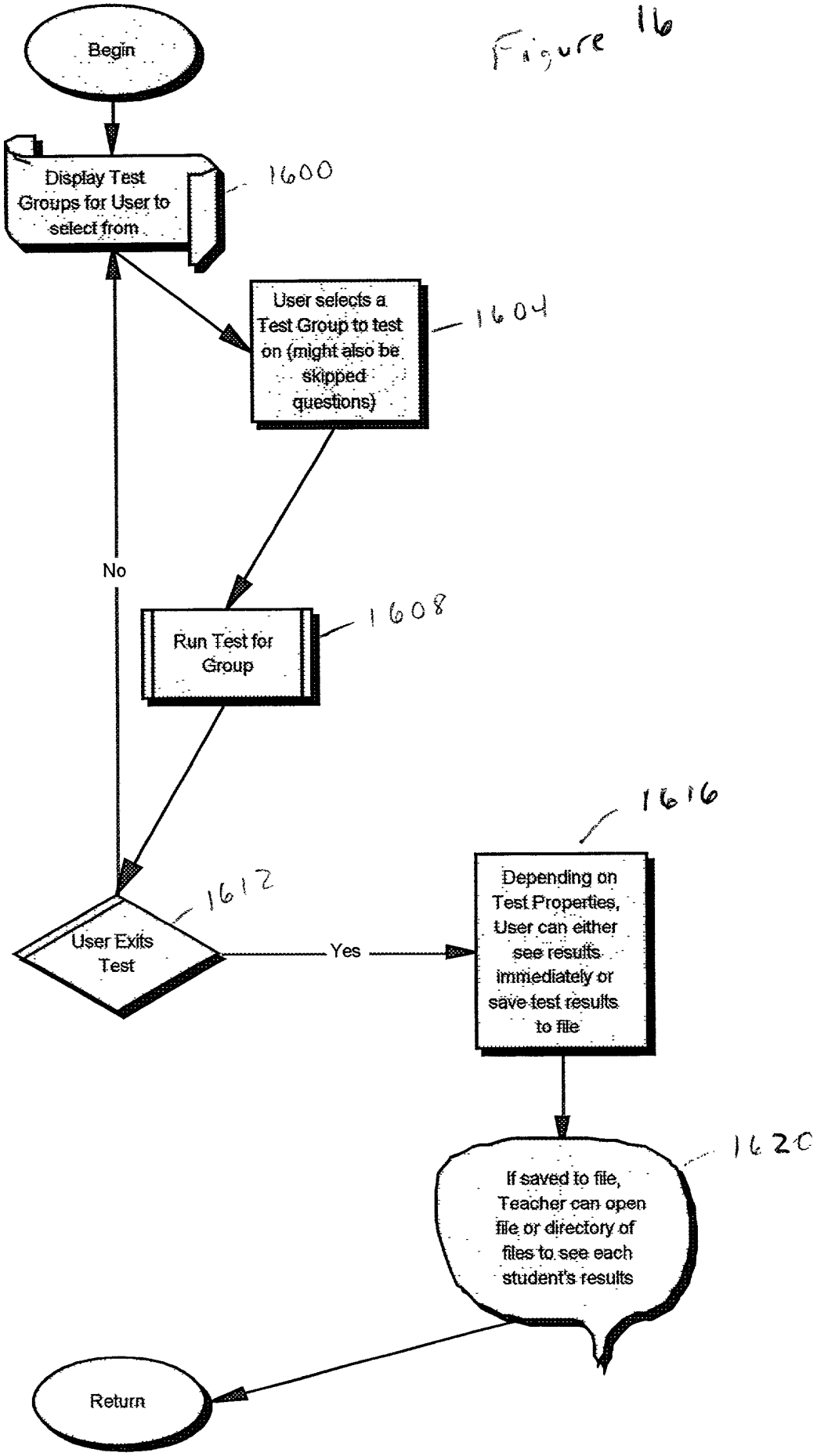
Reader High Level

Figure 15



Test Reader Main

Figure 16



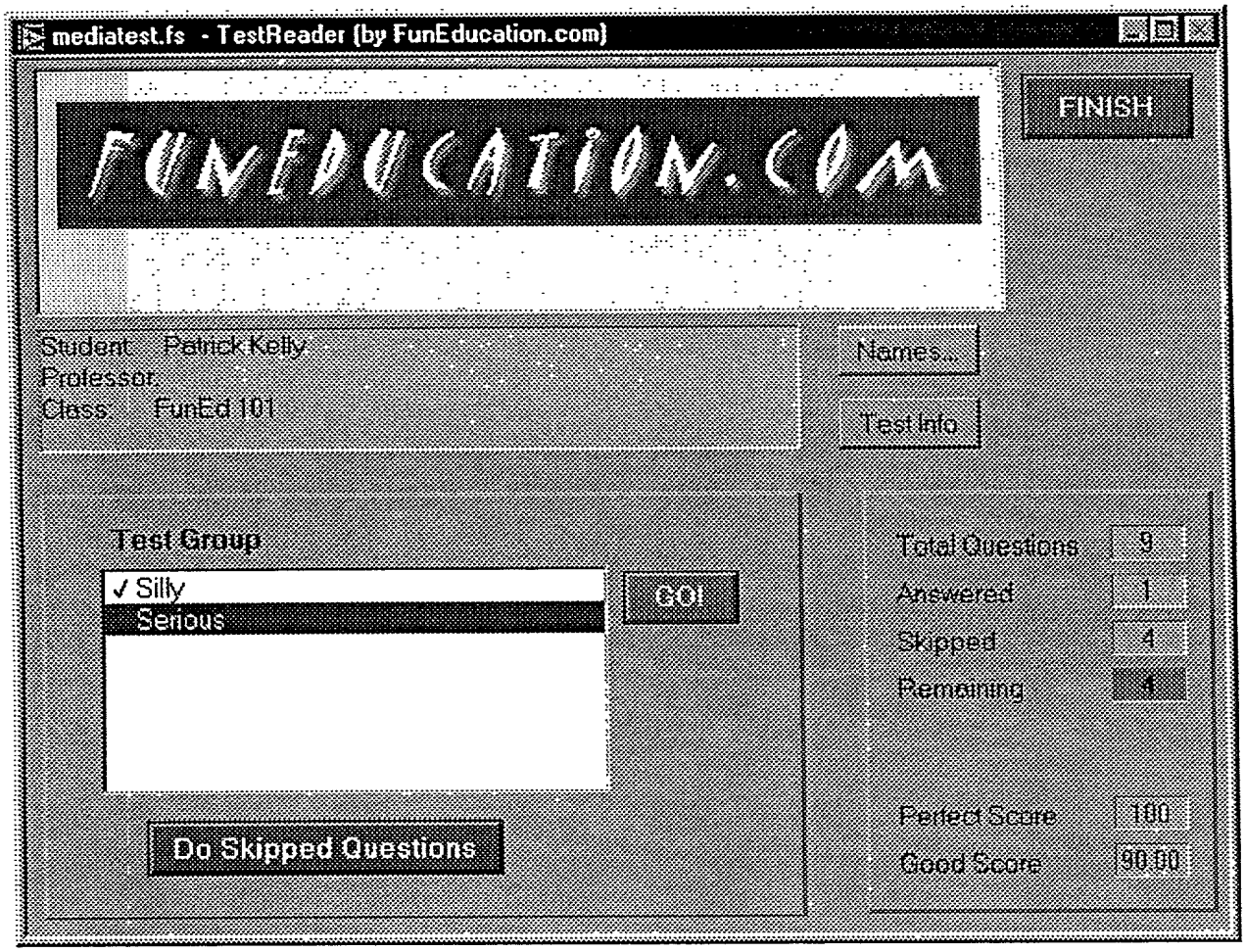

mediatest.fs - TestReader (by FunEducation.com)
FUNEDUCATION.COM
FINISH
Student: Patrick Kelly
Professor:
Class: FunEd 101
Names...
Test Info
Test Group
✓ Silly
Serious
GO!
Total Questions 9
Answered 1
Skipped 4
Remaining 4
Perfect Score 100
Good Score 90.00
Do Skipped Questions

Figure 17

Run Test for Group

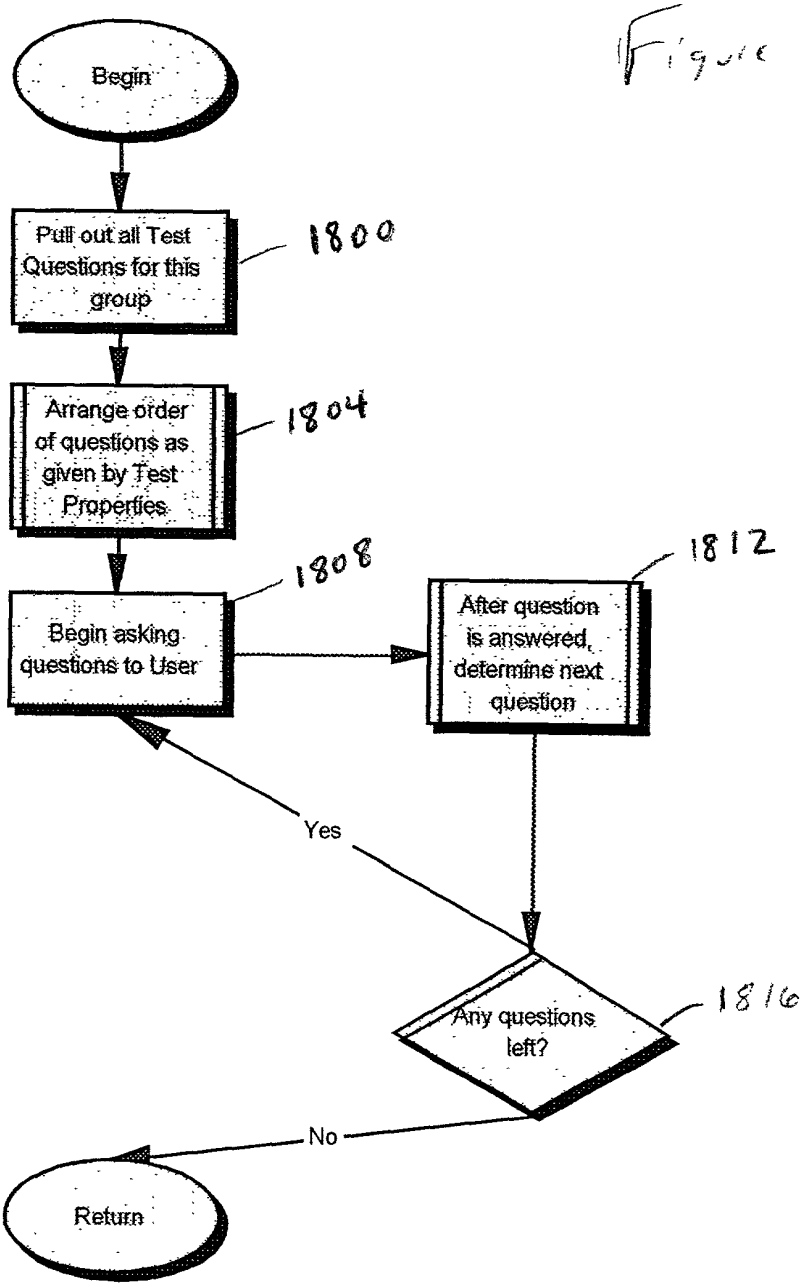


Figure 18

Figure 19

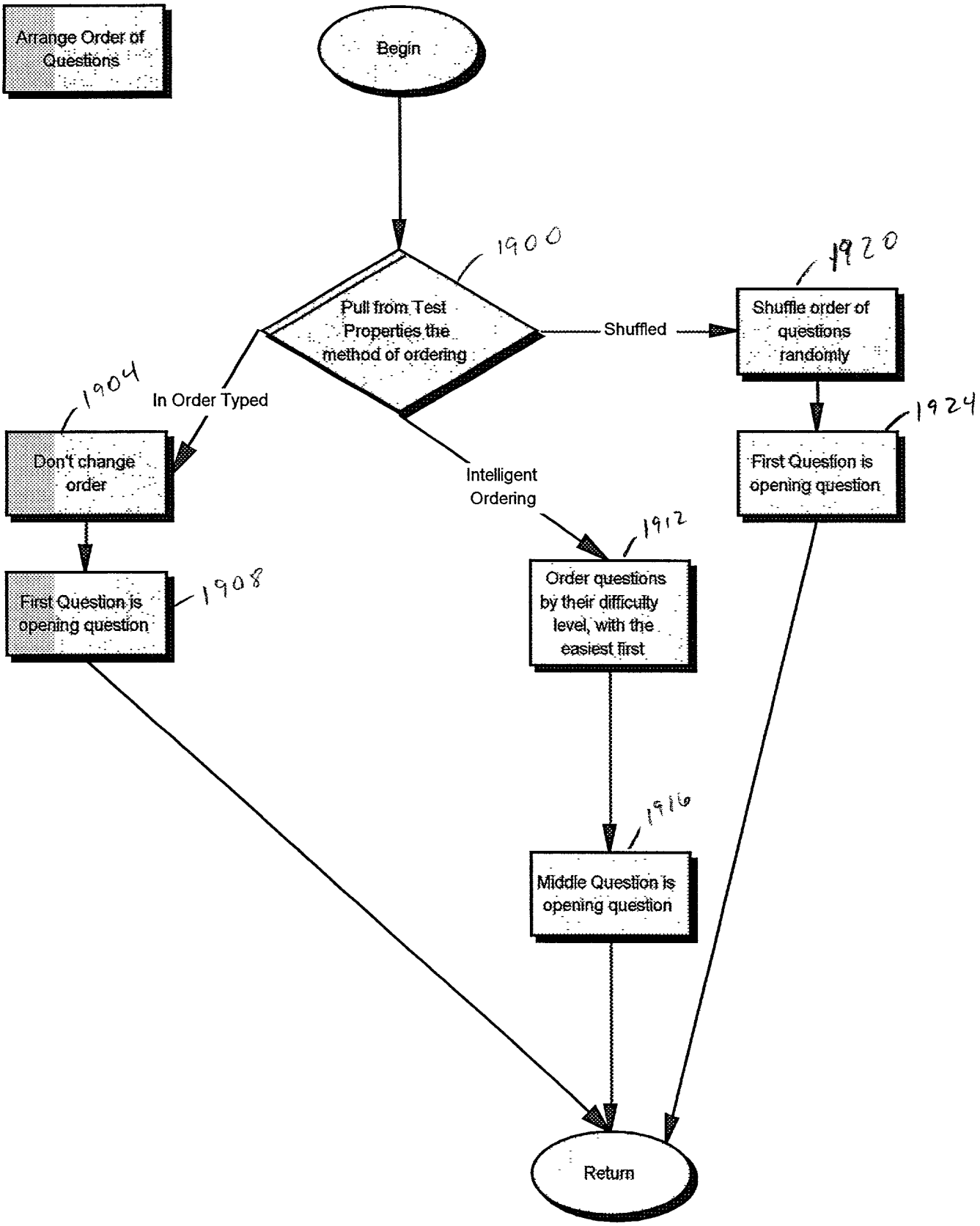


Figure 20

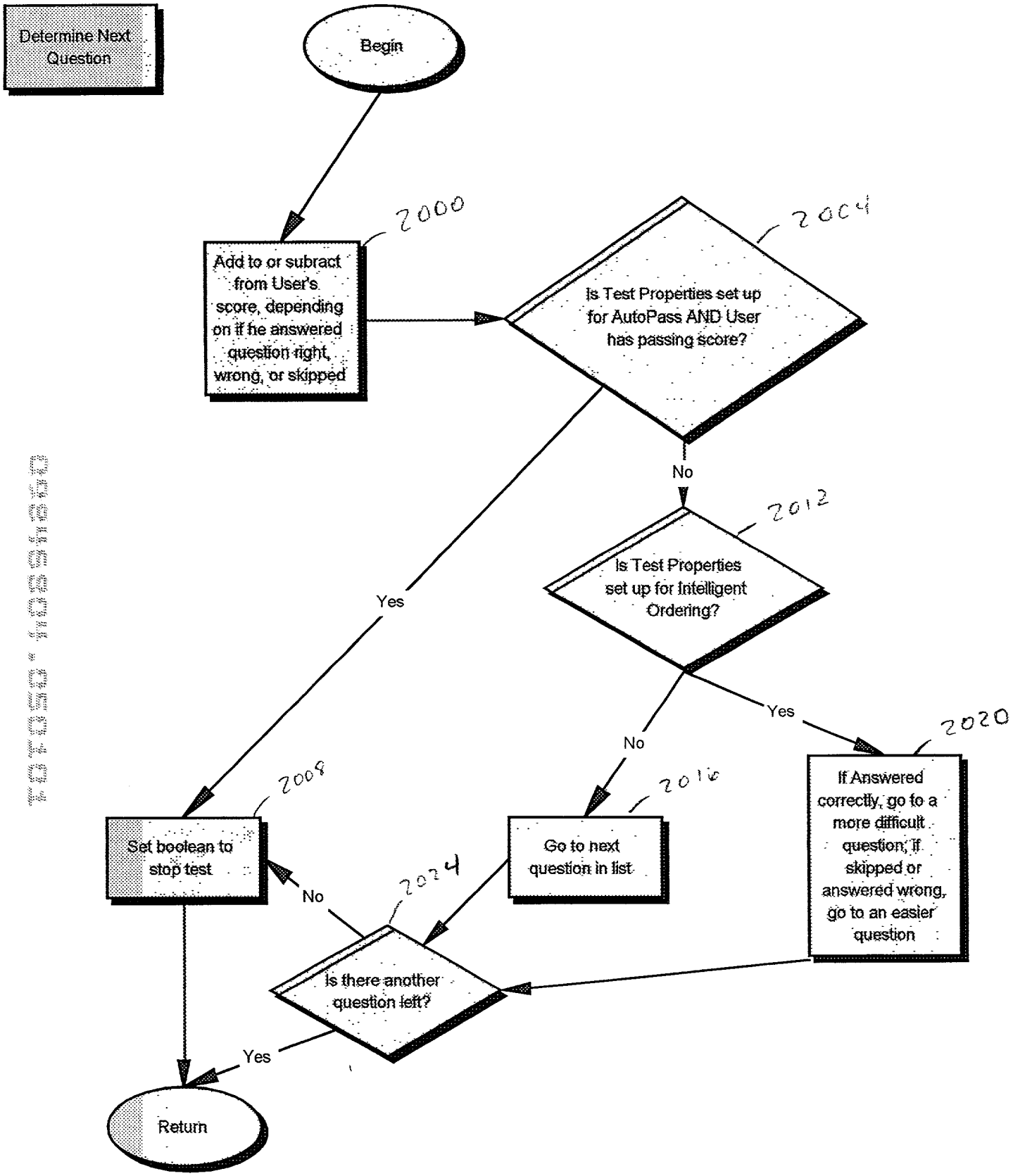
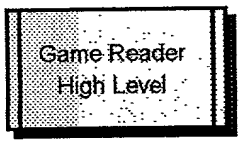


Figure 21



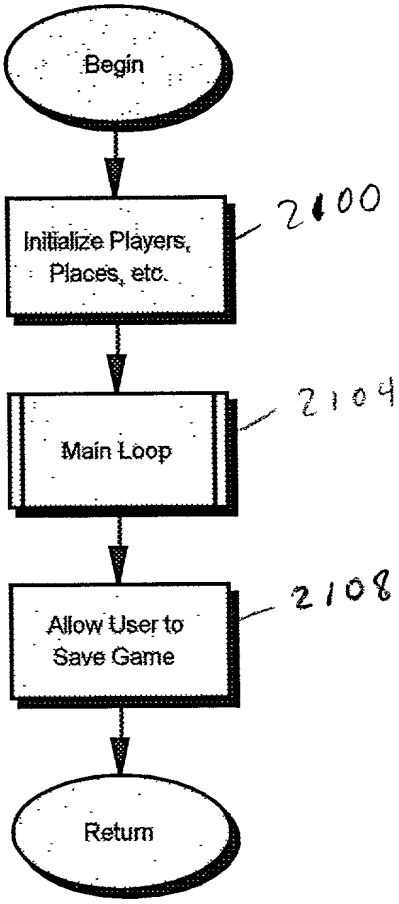
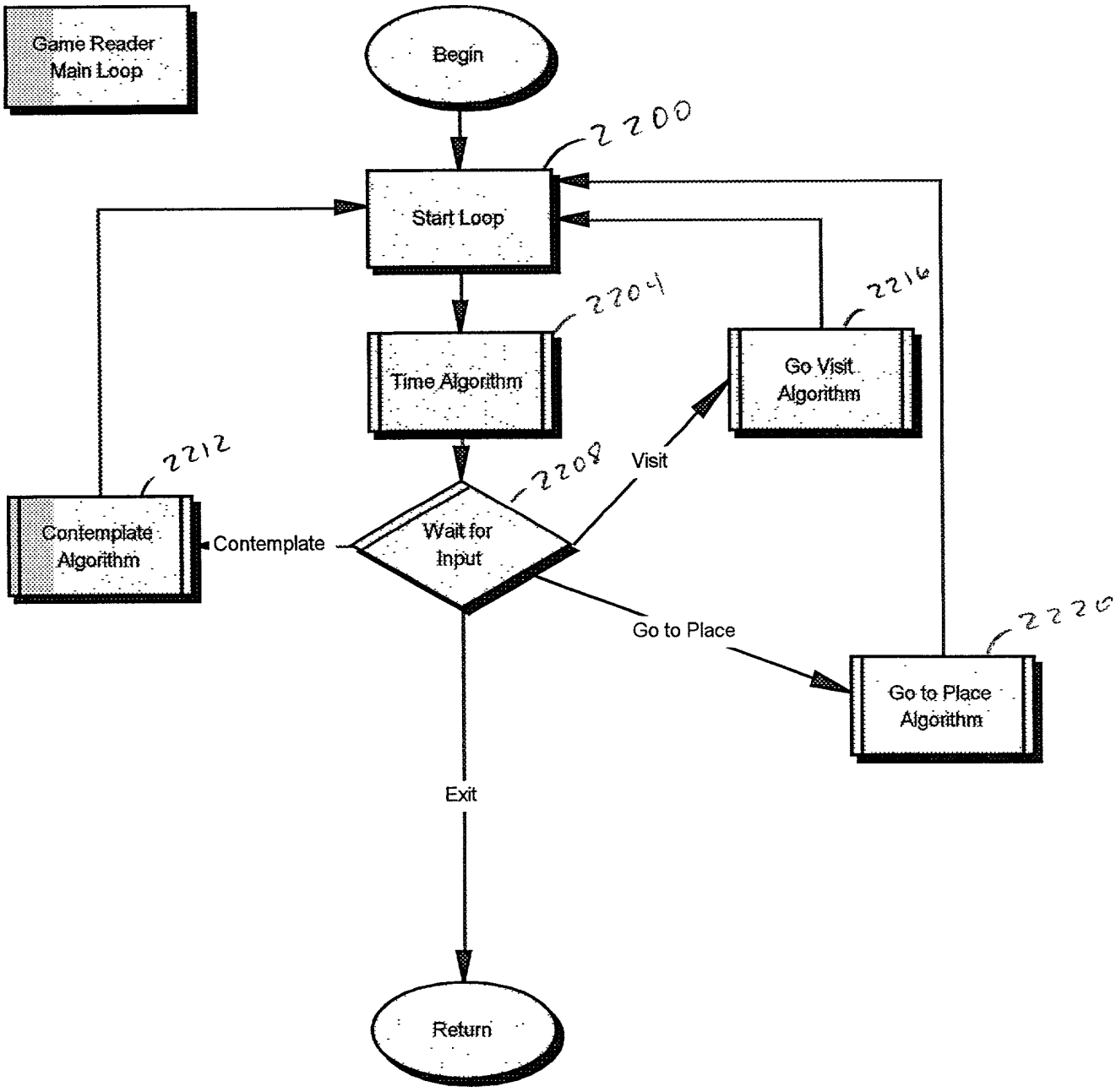


Figure 22


Game Reader Main Loop
Begin
2200
Start Loop
2204
Time Algorithm
2216
Go Visit Algorithm
2212
Contemplate Algorithm
Contemplate
2208
Wait for Input
Visit
Go to Place
2220
Go to Place Algorithm
Exit
Return

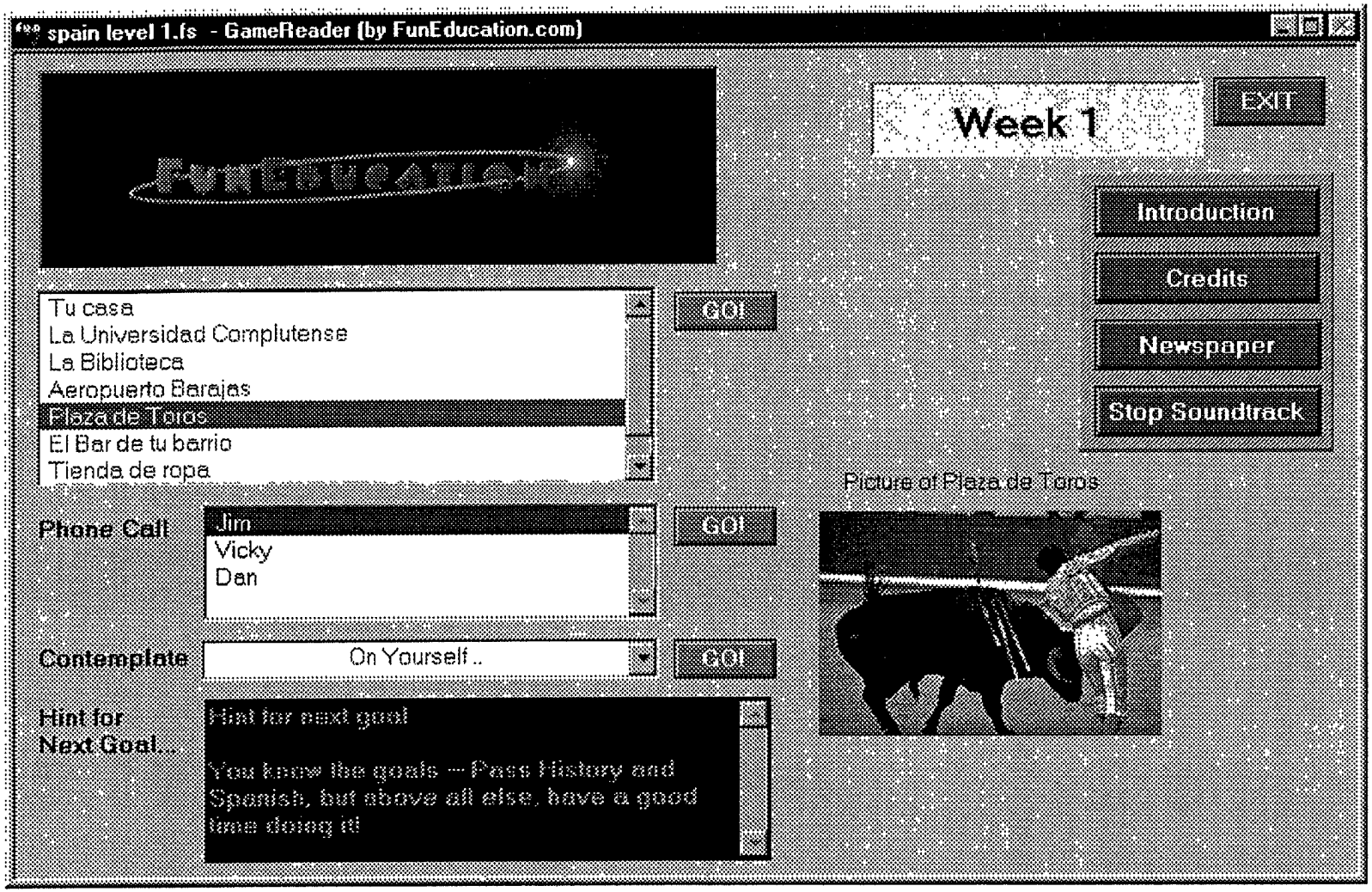


Figure 23

Figure 24

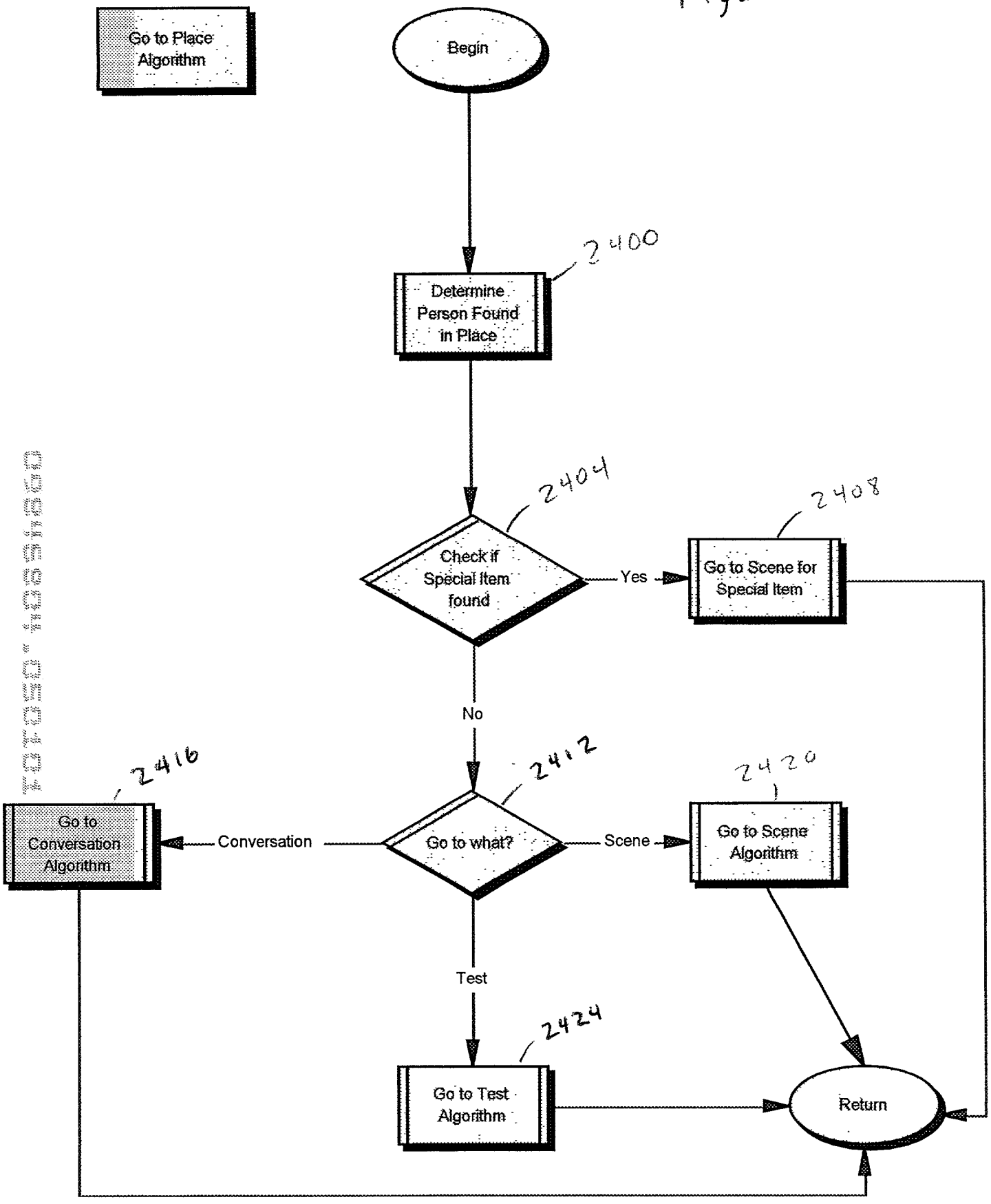


Figure 25

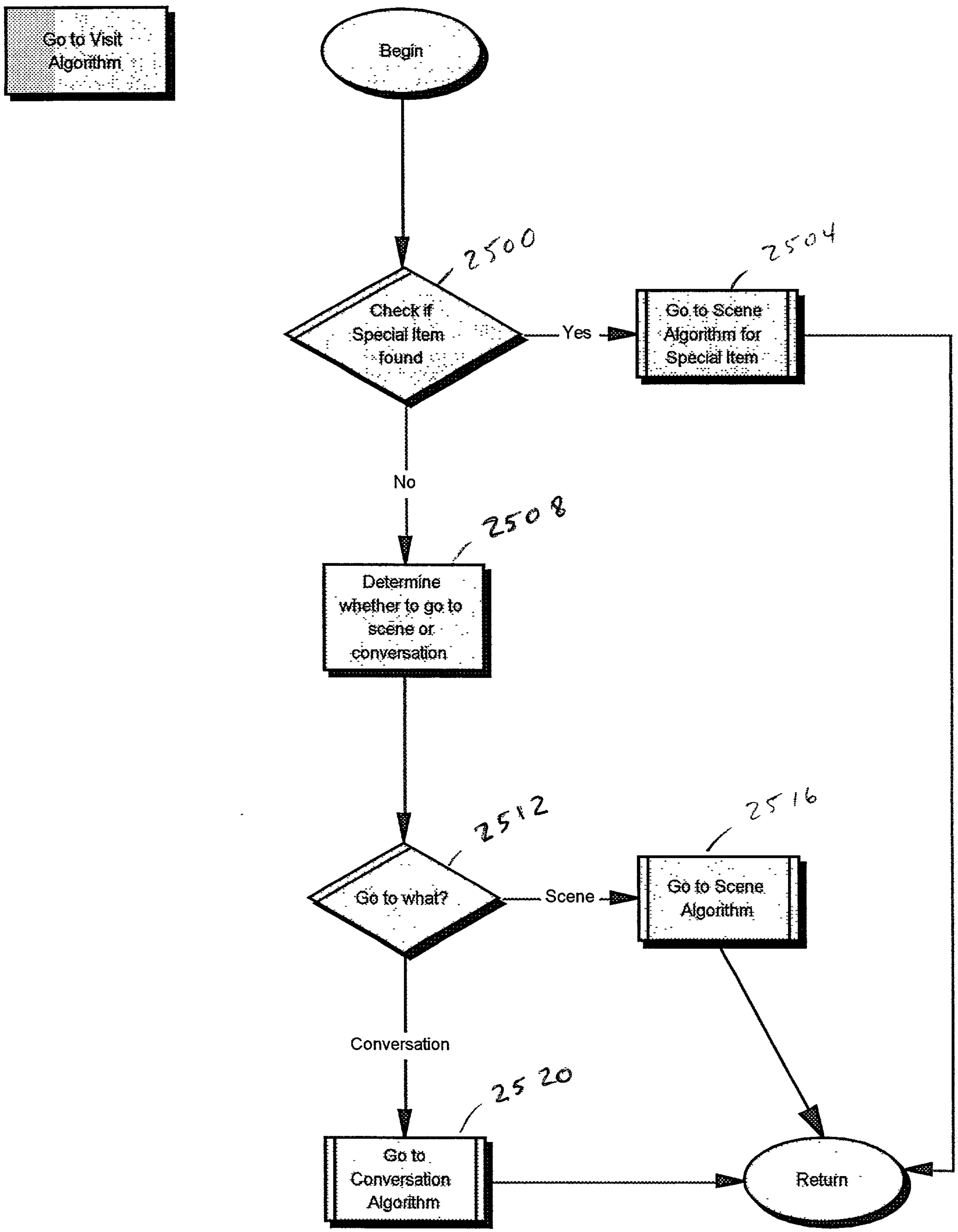


Figure 26

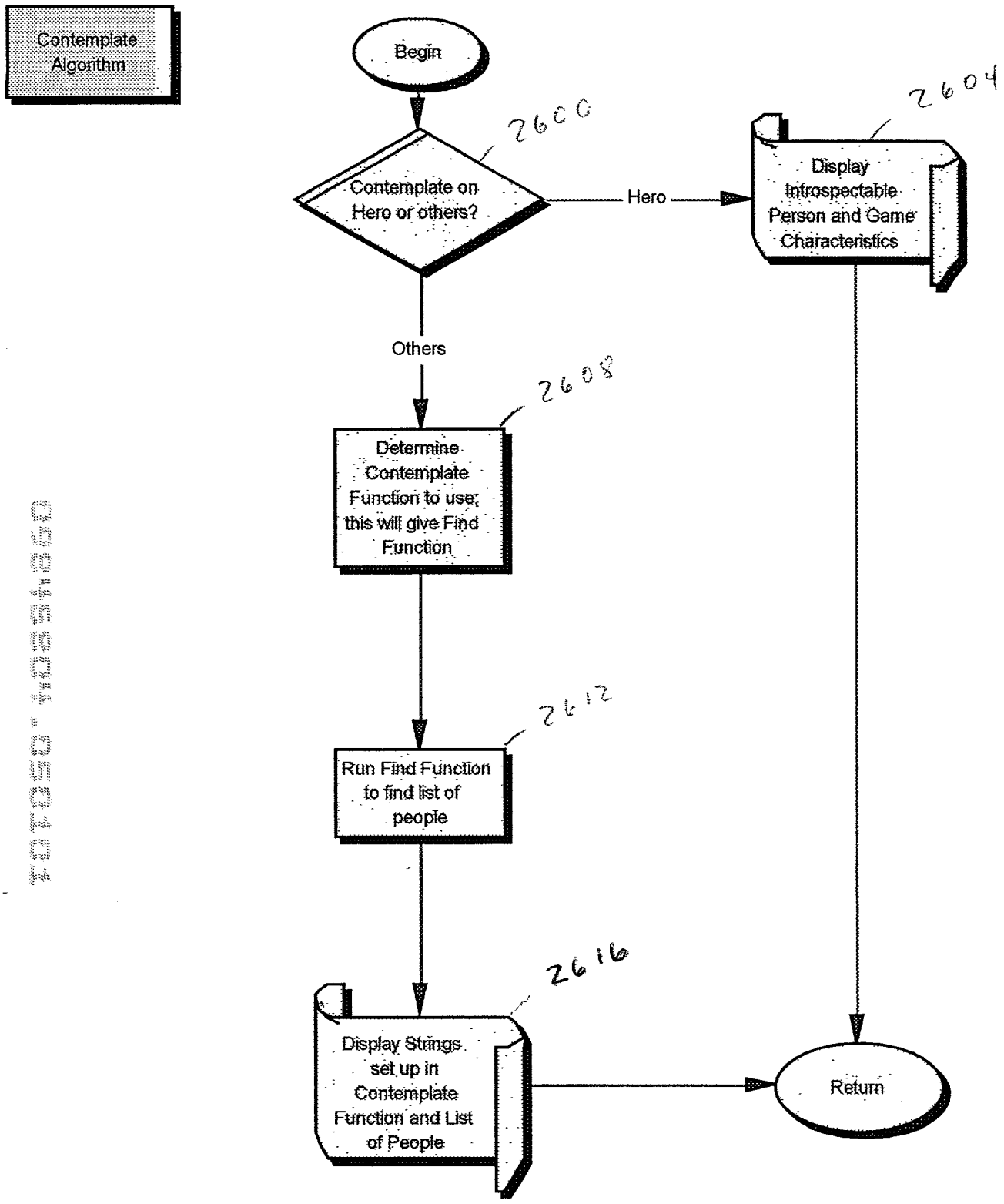
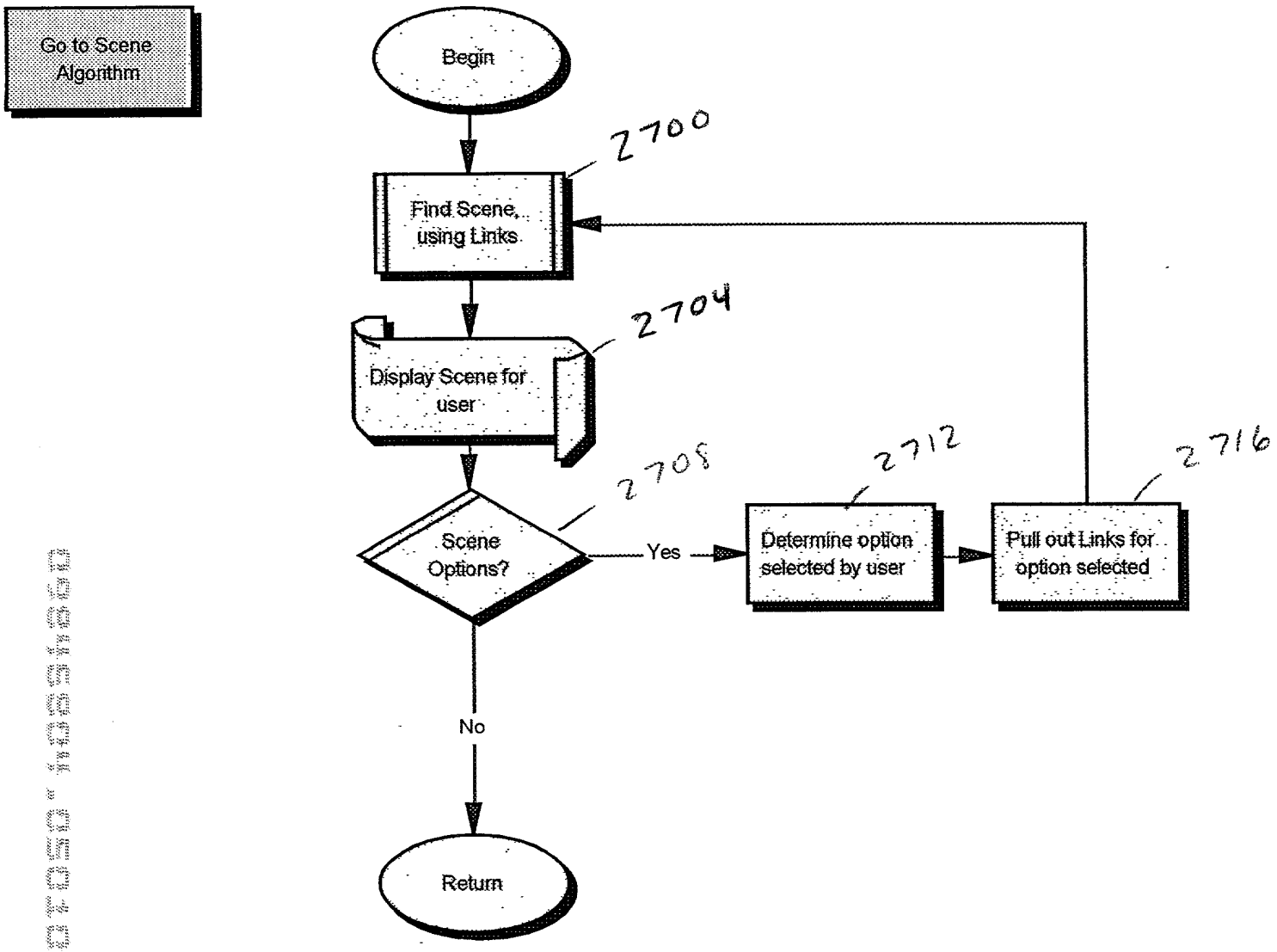


Figure 27


Go to Scene Algorithm
Begin
2700
Find Scene, using Links
2704
Display Scene for user
2708
Scene Options?
Yes
2712
Determine option selected by user
2716
Pull out Links for option selected
No
Return

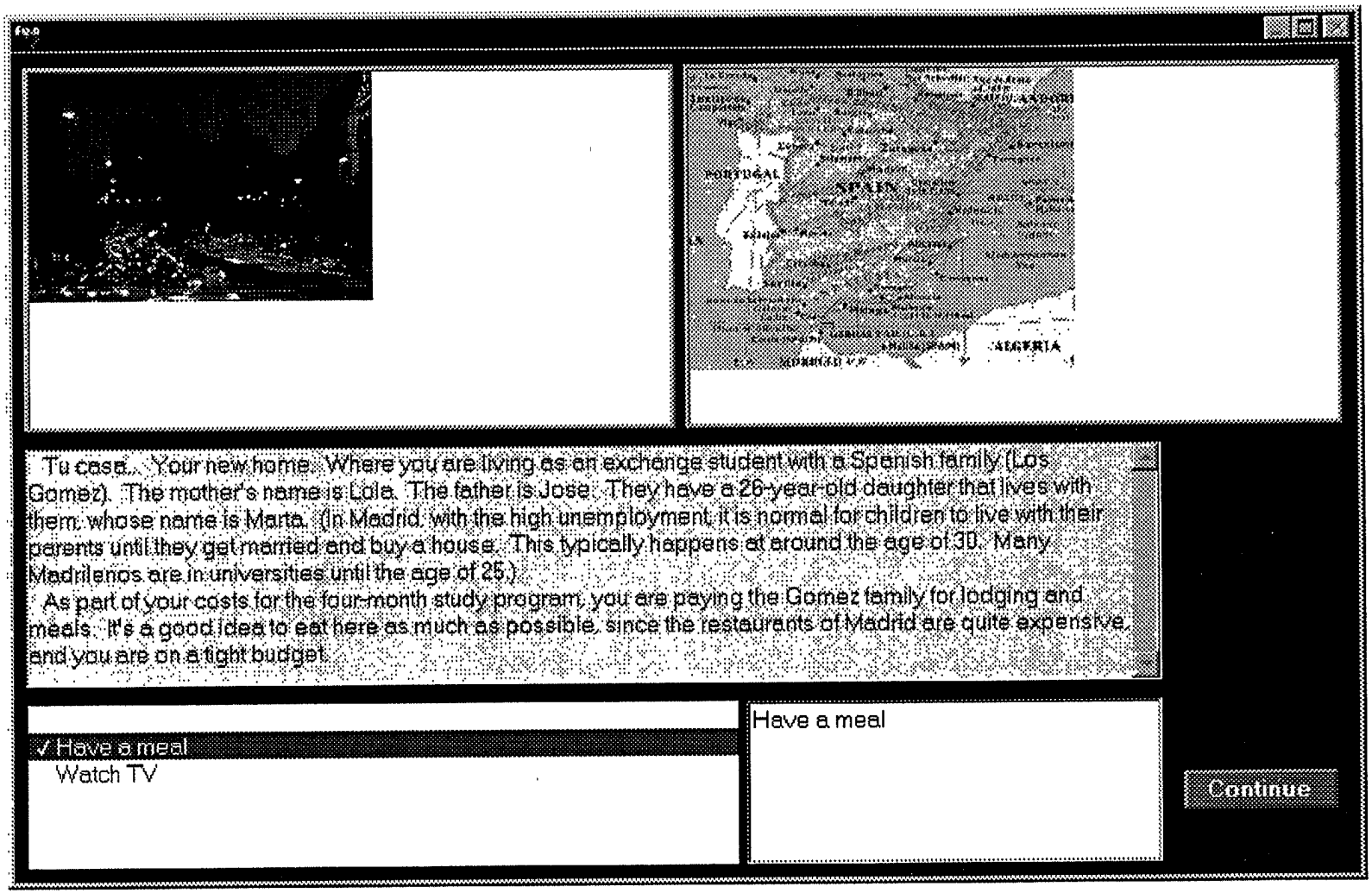

PORTUGAL
SPAIN
ALGERIA
Tu casa... Your new home. Where you are living as an exchange student with a Spanish family (Los Gomez). The mother's name is Lola. The father is Jose. They have a 26-year-old daughter that lives with them, whose name is Marta. (In Madrid, with the high unemployment, it is normal for children to live with their parents until they get married and buy a house. This typically happens at around the age of 30. Many Madrilenos are in universities until the age of 25.)
As part of your costs for the four-month study program, you are paying the Gomez family for lodging and meals. It's a good idea to eat here as much as possible, since the restaurants of Madrid are quite expensive, and you are on a tight budget.
✓ Have a meal
Watch TV
Have a meal
Continue

Figure 28

Figure 29

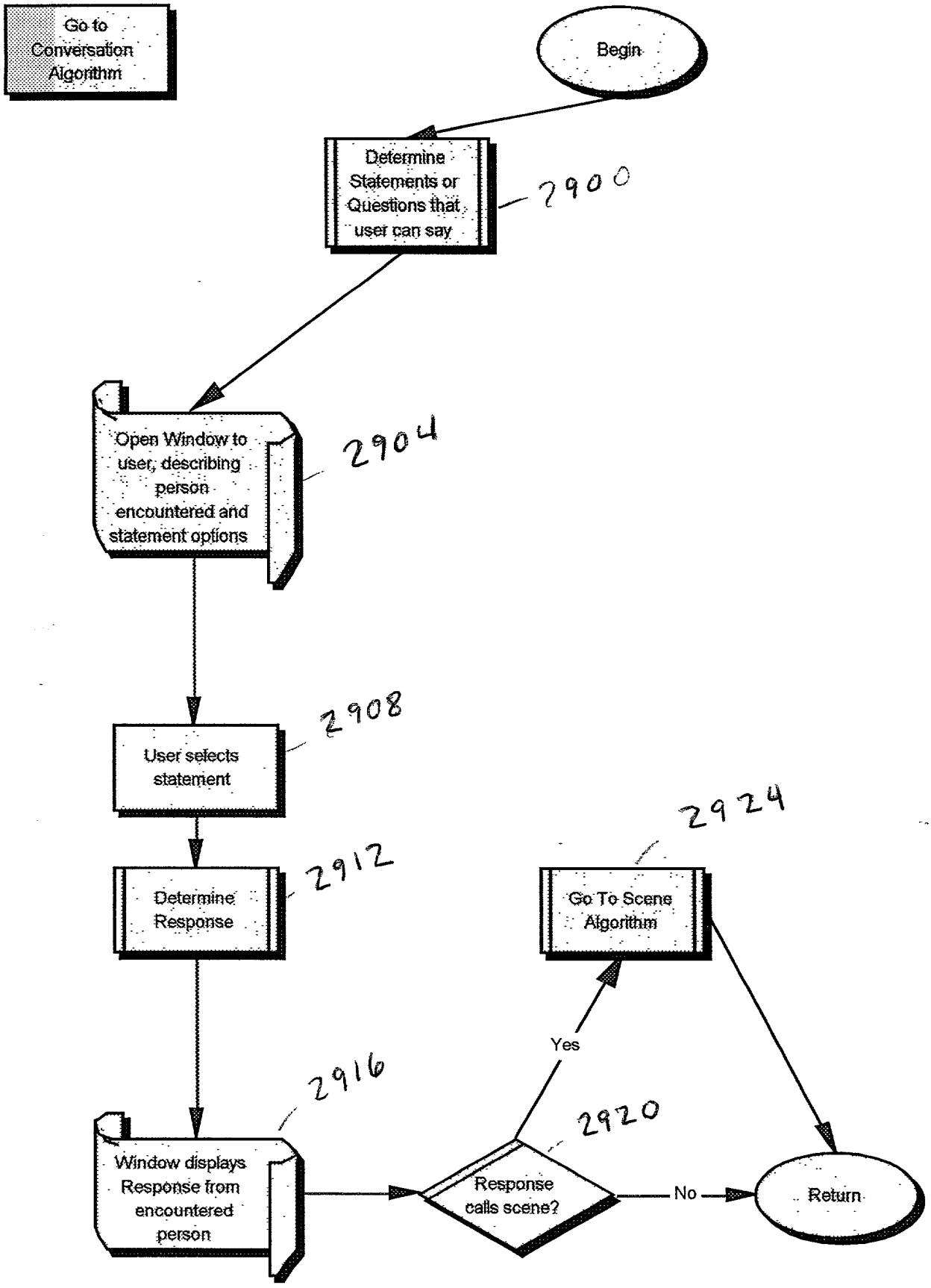


Figure 30

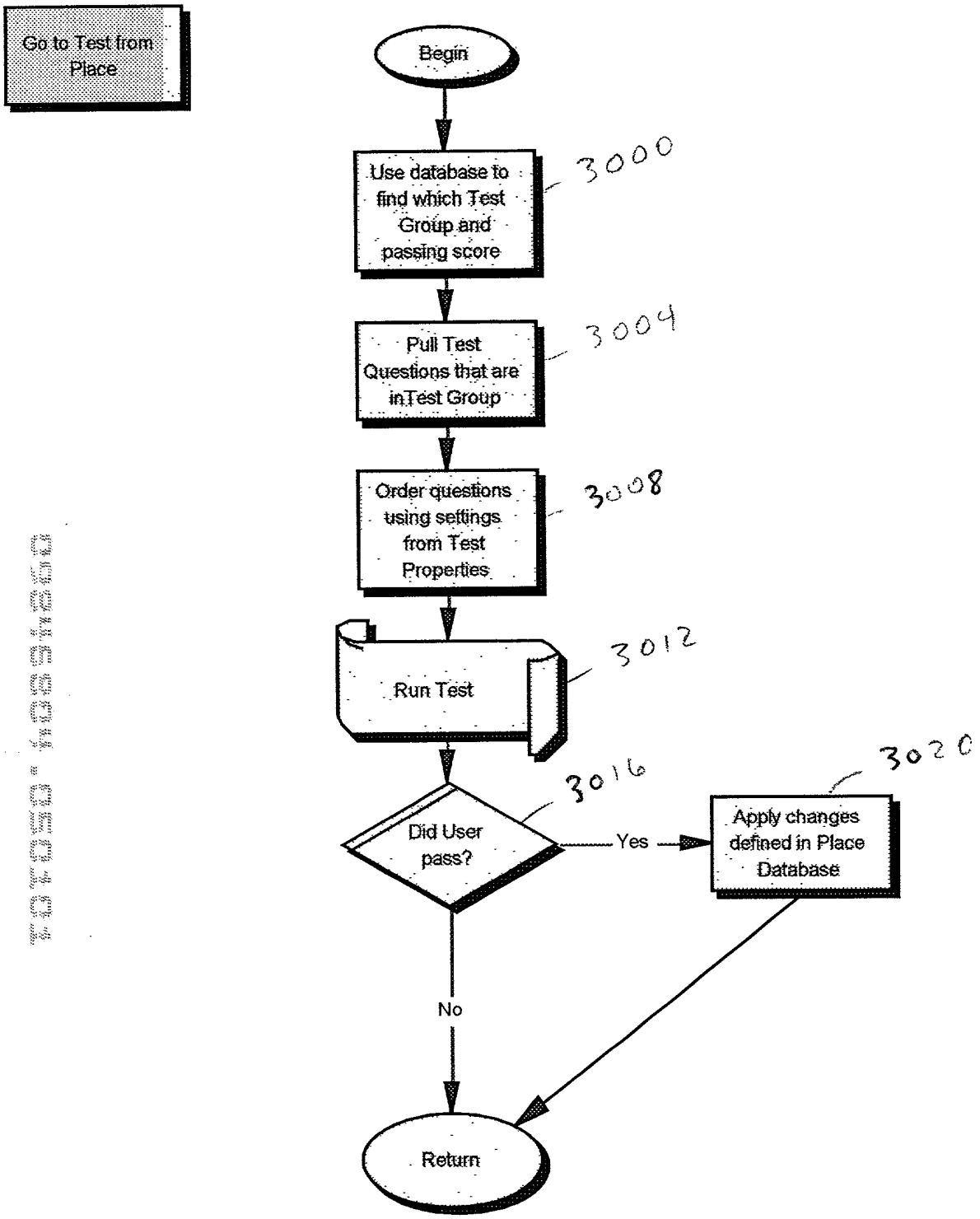

Go to Test from Place
Begin
Use database to find which Test Group and passing score
3000
Pull Test Questions that are inTest Group
3004
Order questions using settings from Test Properties
3008
Run Test
3012
Did User pass?
3016
Yes
Apply changes defined in Place Database
3020
No
Return

Figure 31

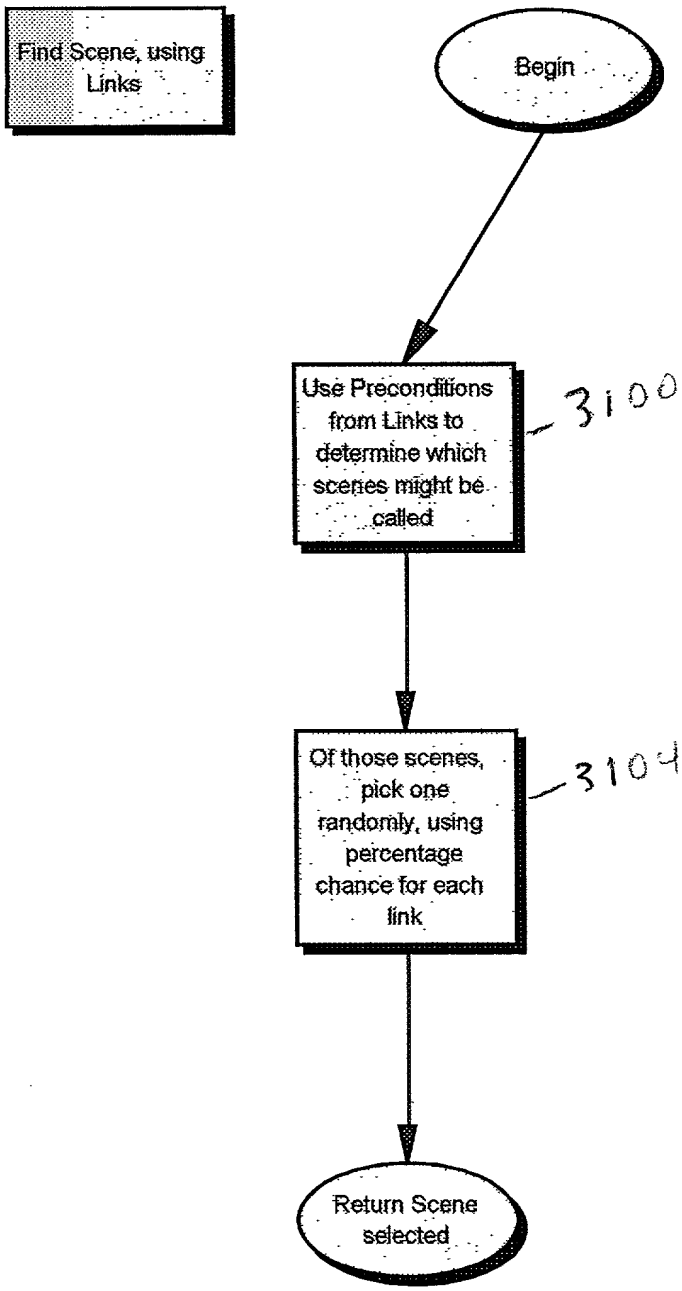

Find Scene, using Links
Begin
Use Preconditions from Links to determine which scenes might be called
3100
Of those scenes, pick one randomly, using percentage chance for each link
3104
Return Scene selected

Figure 32

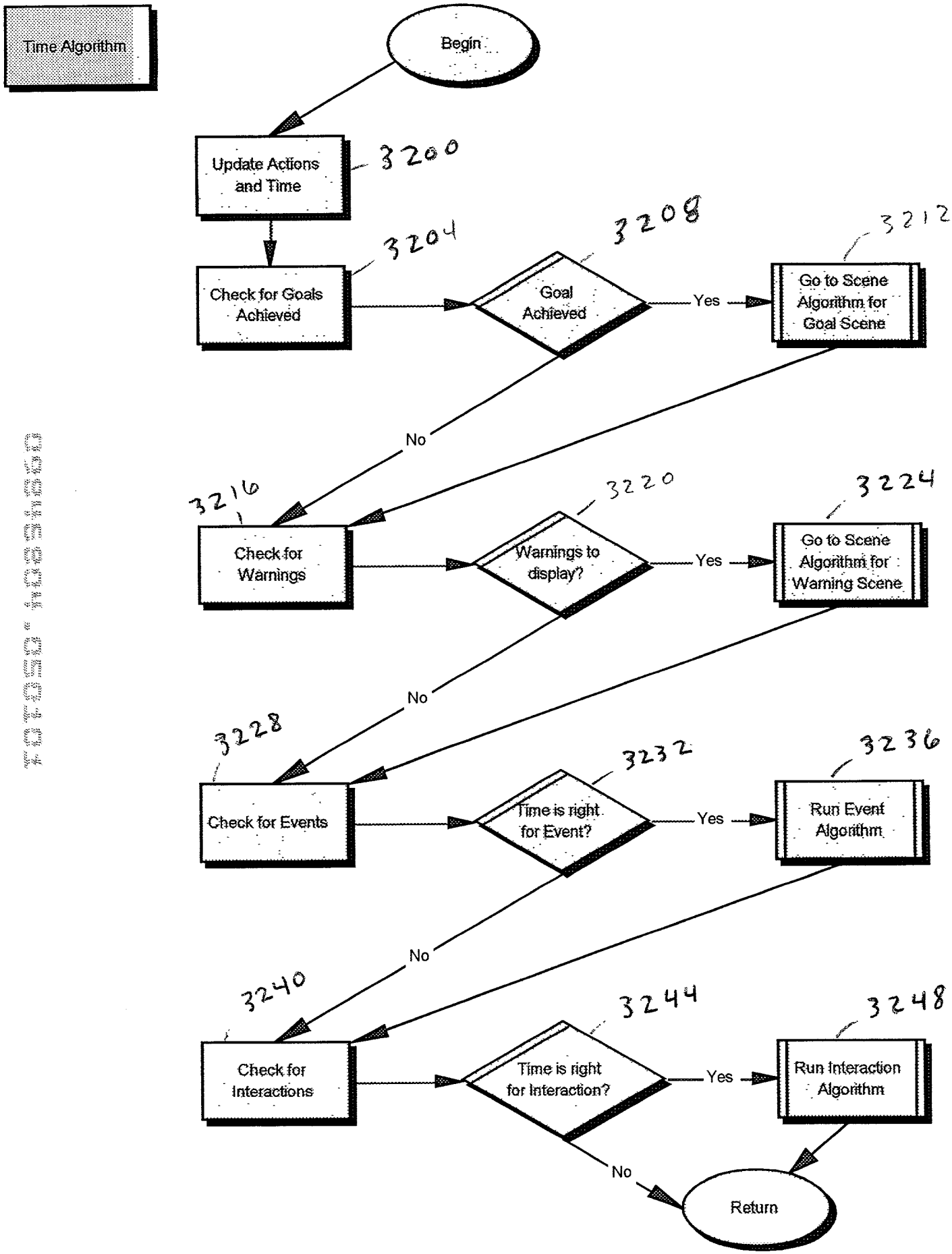

Time Algorithm
Begin
Update Actions and Time
3200
Check for Goals Achieved
3204
Goal Achieved
3208
Yes
Go to Scene Algorithm for Goal Scene
3212
No
Check for Warnings
3216
Warnings to display?
3220
Yes
Go to Scene Algorithm for Warning Scene
3224
No
Check for Events
3228
Time is right for Event?
3232
Yes
Run Event Algorithm
3236
No
Check for Interactions
3240
Time is right for Interaction?
3244
Yes
Run Interaction Algorithm
3248
No
Return

Figure 33

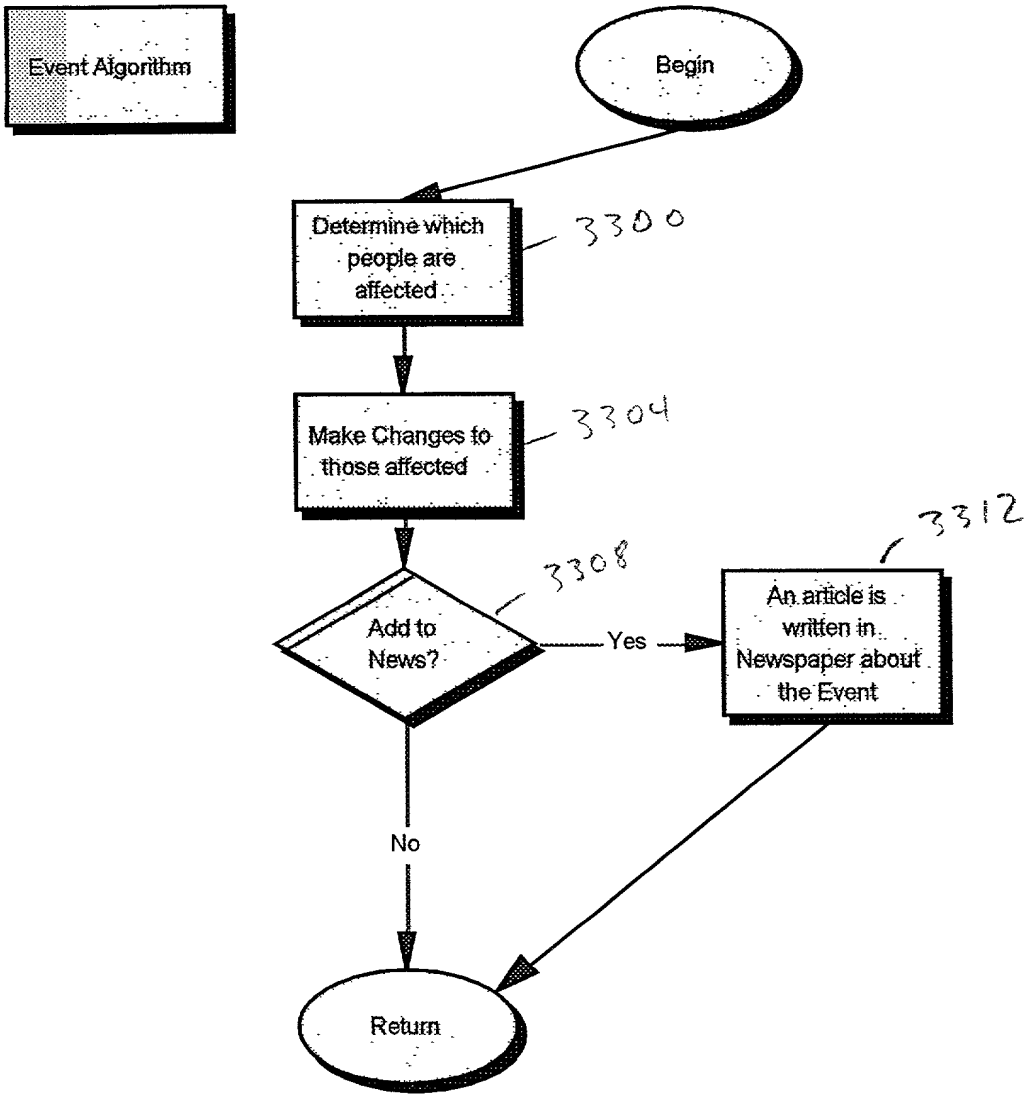

Event Algorithm
Begin
Determine which people are affected
3300
Make Changes to those affected
3304
Add to News?
3308
Yes
An article is written in Newspaper about the Event
3312
No
Return

Figure 34

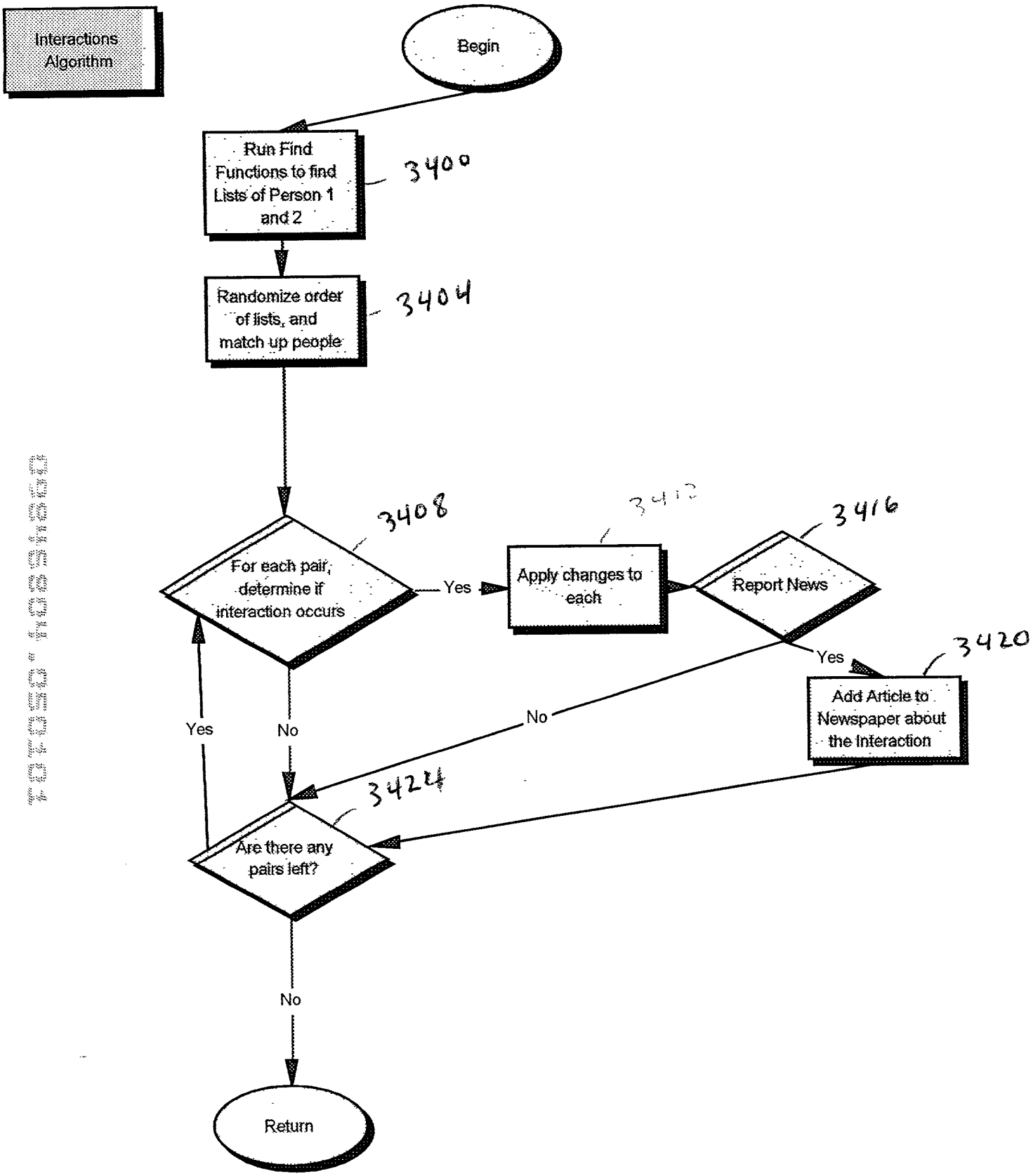

Interactions Algorithm
Begin
Run Find Functions to find Lists of Person 1 and 2
3400
Randomize order of lists, and match up people
3404
For each pair, determine if interaction occurs
3408
Yes
Apply changes to each
3412
Report News
3416
Yes
Add Article to Newspaper about the Interaction
3420
No
Yes
No
Are there any pairs left?
3424
No
Return

Figure 35

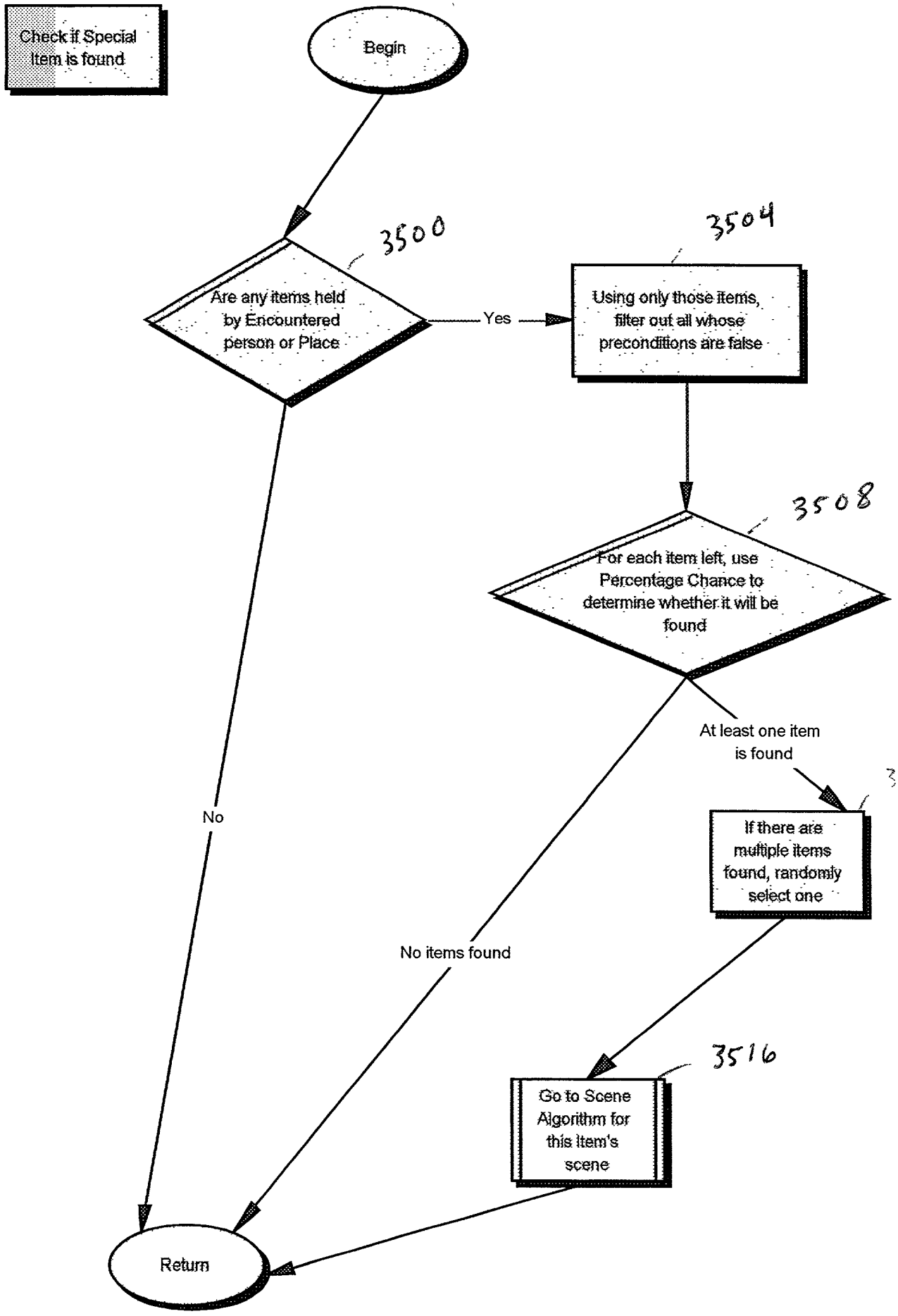

Check if Special Item is found
Begin
3500
Are any items held by Encountered person or Place
Yes
3504
Using only those items, filter out all whose preconditions are false
3508
For each item left, use Percentage Chance to determine whether it will be found
At least one item is found
3512
If there are multiple items found, randomly select one
No
No items found
3516
Go to Scene Algorithm for this item's scene
Return

Figure 36

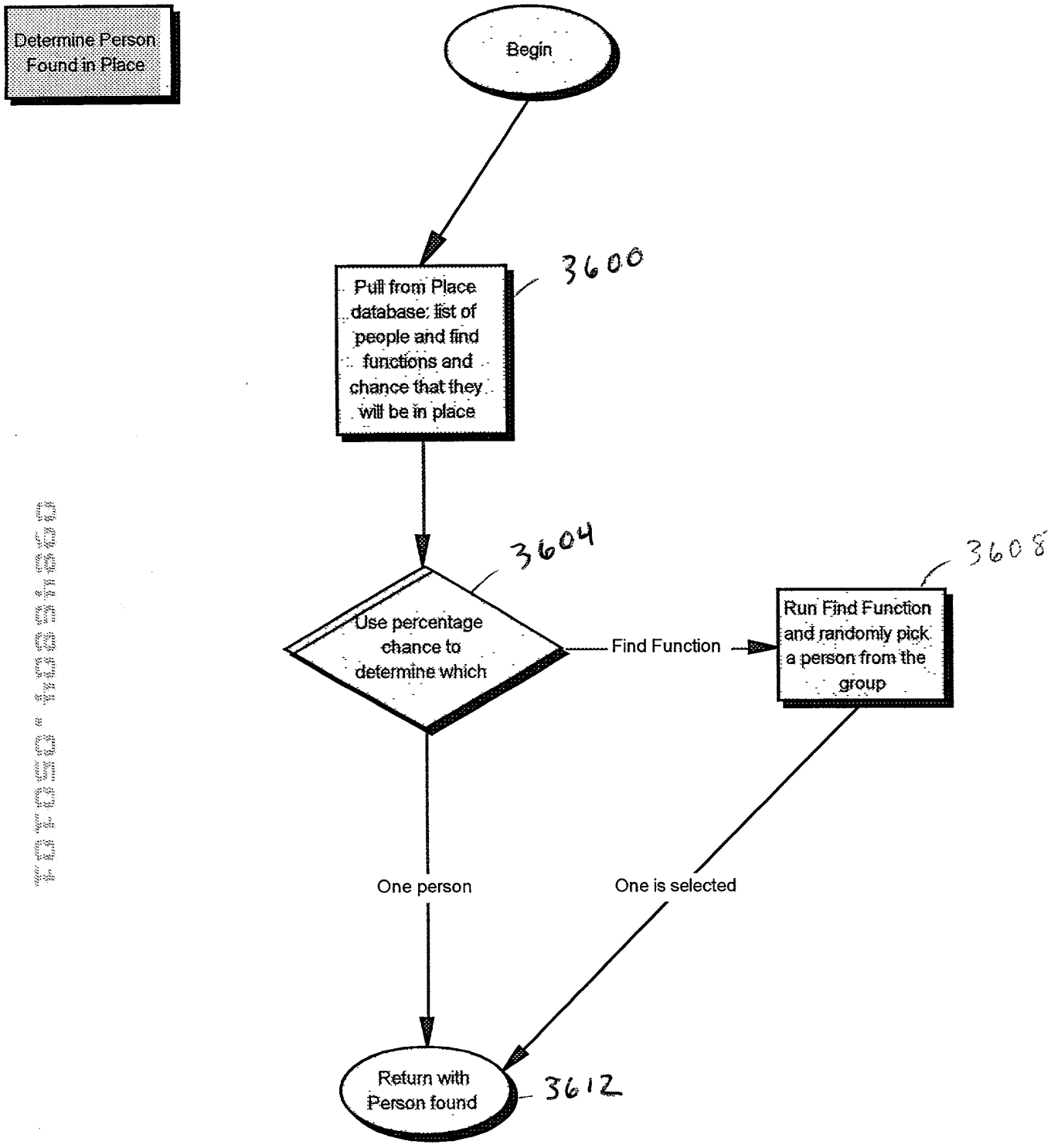

Determine Person Found in Place
Begin
Pull from Place database: list of people and find functions and chance that they will be in place
3600
Use percentage chance to determine which
3604
Find Function
Run Find Function and randomly pick a person from the group
3608
One person
One is selected
Return with Person found
3612

Figure 37

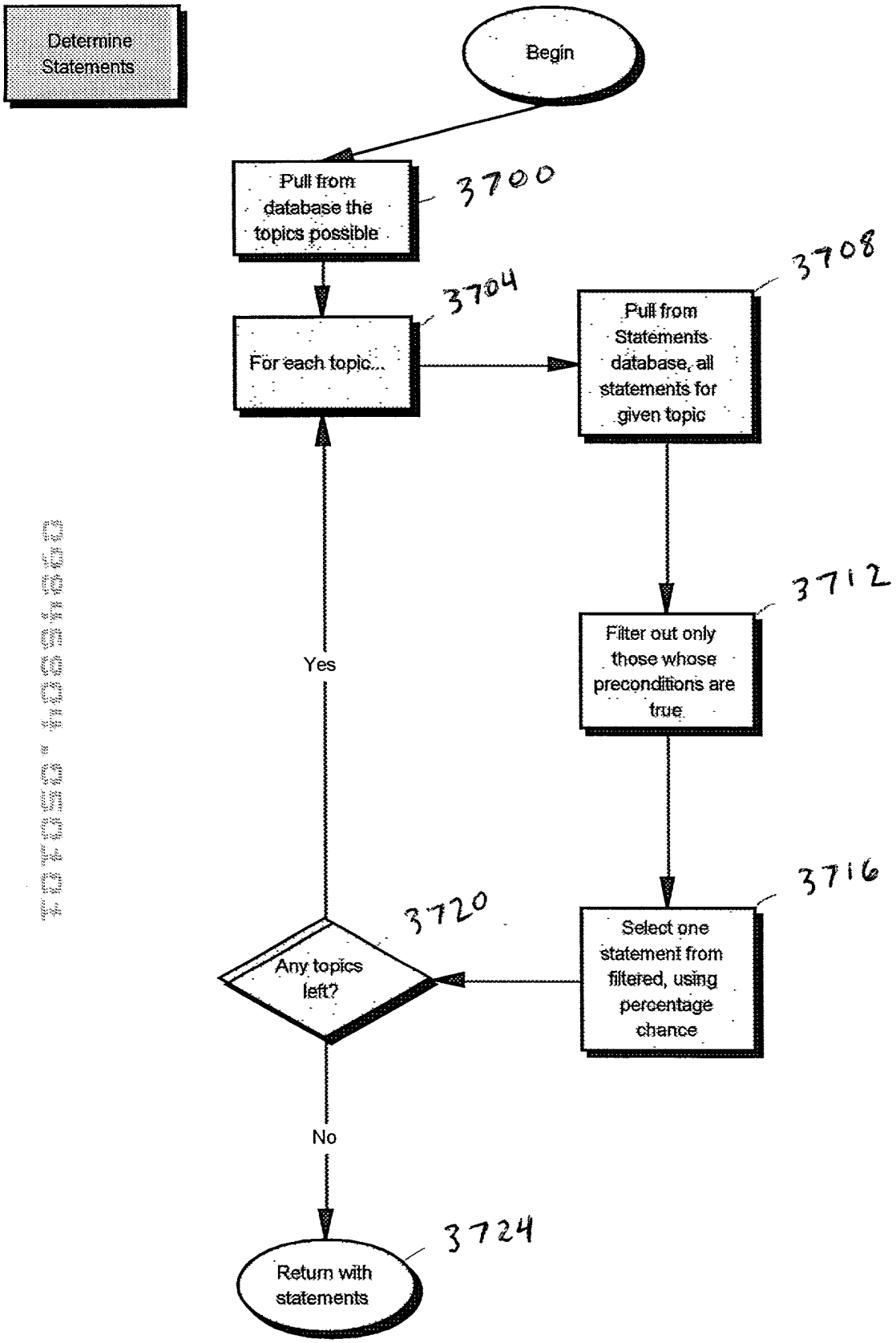

Determine Statements
Begin
Pull from database the topics possible
3700
For each topic...
3704
Pull from Statements database, all statements for given topic
3708
Filter out only those whose preconditions are true
3712
Select one statement from filtered, using percentage chance
3716
Any topics left?
3720
Yes
No
Return with statements
3724

Figure 38

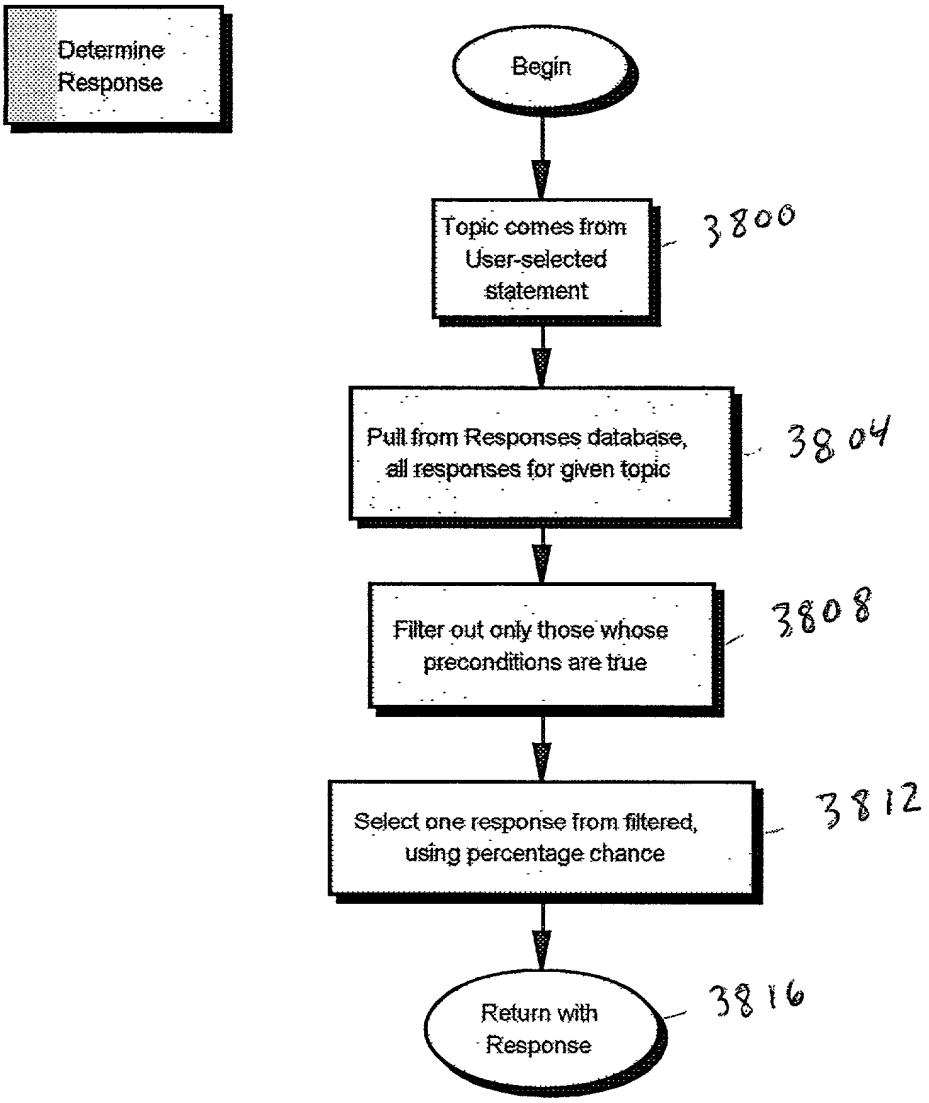

Determine Response
Begin
Topic comes from User-selected statement
3800
Pull from Responses database, all responses for given topic
3804
Filter out only those whose preconditions are true
3808
Select one response from filtered, using percentage chance
3812
Return with Response
3816

Figure 39: Simulation DB for each object

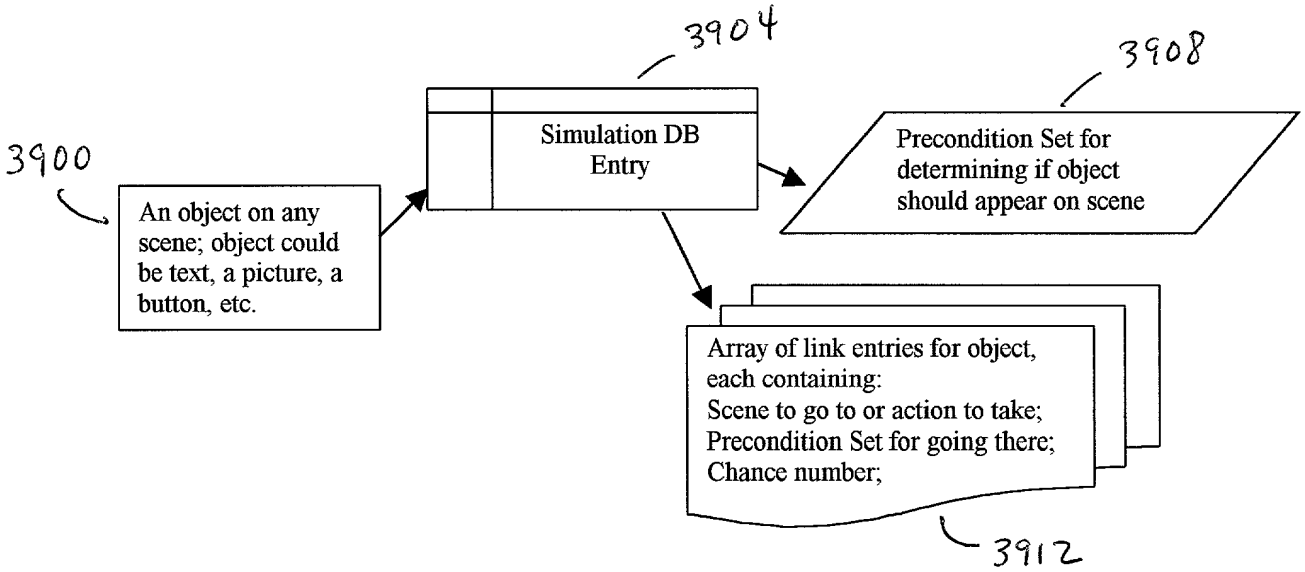


Figure 40: Precondition DB

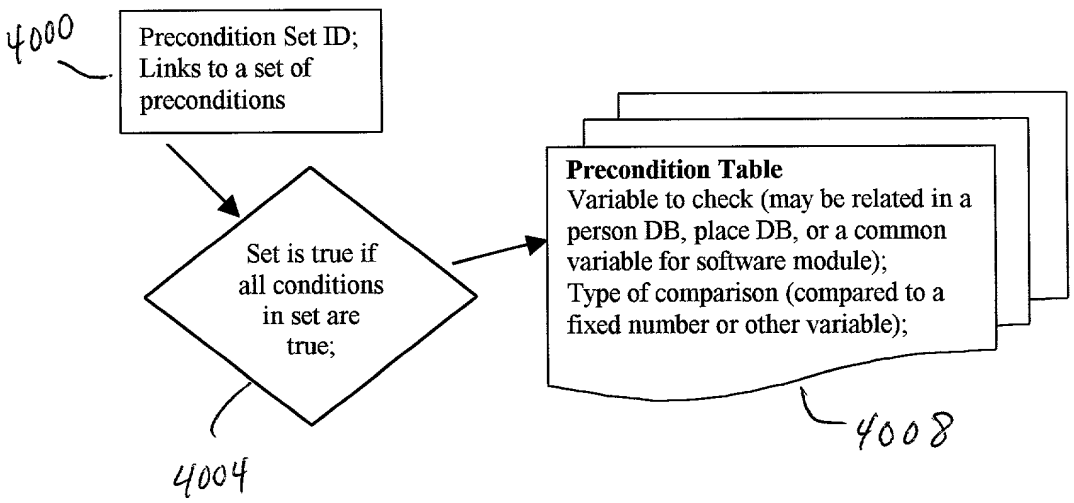


Figure 41: Chance Number Application